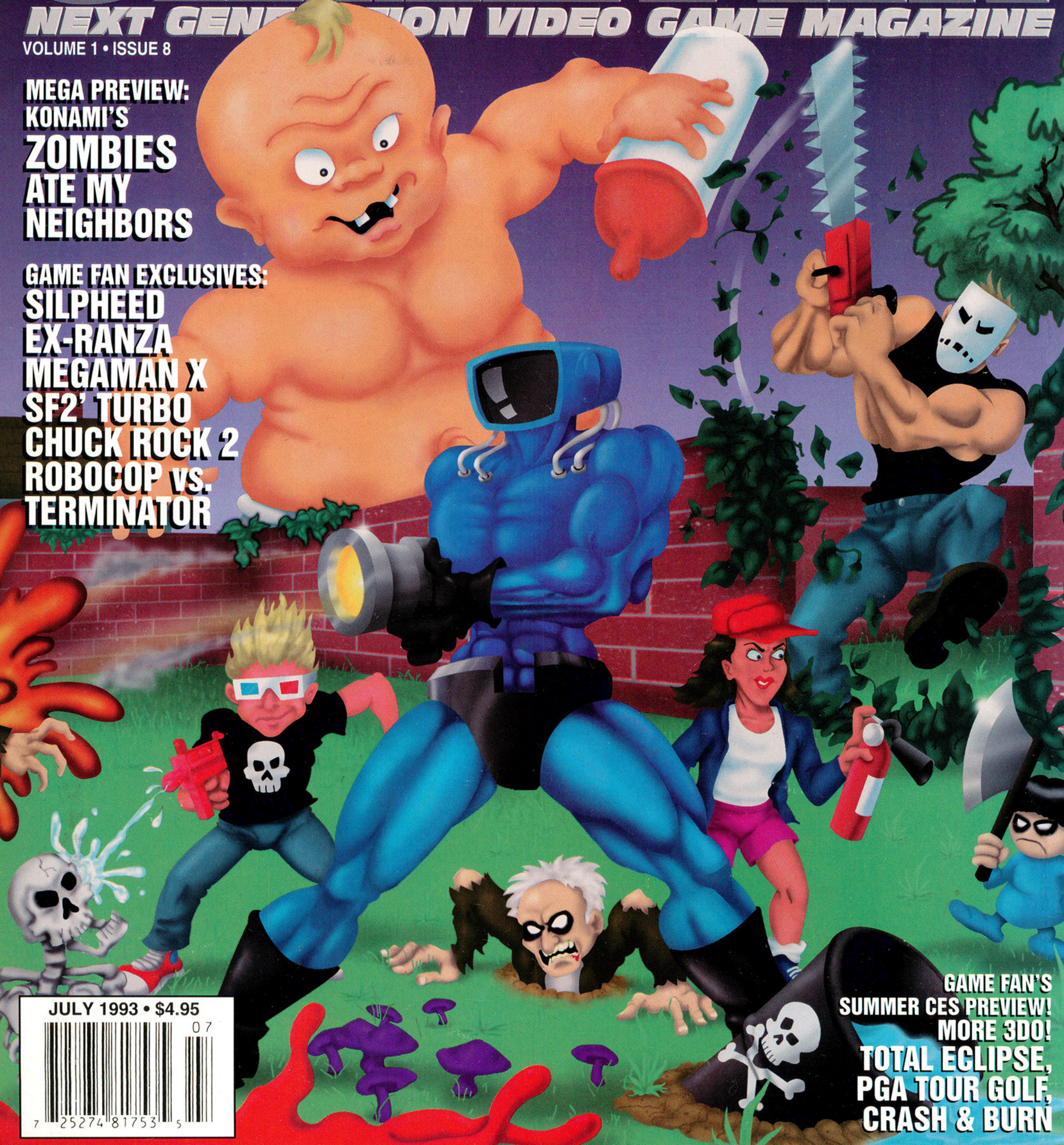
SUPER NINTENDO • GENESIS • TURBO GRAFX • NEO GEO • 3DO • LYNX • GAME GEAR

DIEHARD GAMEFAN

NEXT GEN ON VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 8



MEGA PREVIEW:
KONAMI'S
ZOMBIES ATE MY NEIGHBORS

GAME FAN EXCLUSIVES:
SILPHEED
EX-RANZA
MEGAMAN X
SF2' TURBO
CHUCK ROCK 2
ROBOCOP vs. TERMINATOR

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MORE 3DO!
TOTAL ECLIPSE, PGA TOUR GOLF, CRASH & BURN

JULY 1993 • $4.95

GET YOUR KICKS ON THE GO!

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WORLD CUP™
SOCCER
GEAR-GEAR
CABLE HOOK UP

Lace up your cleats and challenge the top soccer pros in the most exciting sports competition ever available on the Game Gear. 24 countries have come to claim the World Cup. Only one will go home a winner.

Kick a screamer past a gutsy Brazilian goalie. Dive on a live cannonball to stop an aggressive German ground attack. Take out a mean Italian midfielder with a slide tackle.

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Prince of Persia

Rescue the fair Princess through 12 levels of sword-swinging adventure!

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NEXT GENERATION VIDEO GAME MAGAZINE

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WIZARD SCORE HEALTH 25 1966
ELF SCORE HEALTH 35 1985
1 COIN = 2000 HEALTH

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0002000
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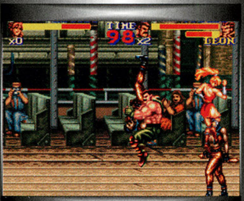
TIME 98
x0
x2
LEON

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2800 117 1
2450 60

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KO
SAGAT
ZANGIEF

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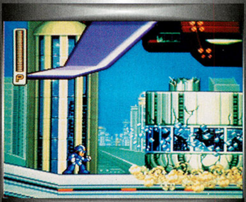

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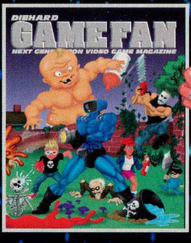
DIEHARD
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All Art By:
Terry Wolfinger
(We told you that you could do it!)

WE'LL BLOW YOU AWAY!

GENESIS
namco
ROLLING THUNDER 3
SEGA

Rolling Thunder 3 for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **I**ntense hidden areas!
- **P**assword support!

namco

The Game Creator™

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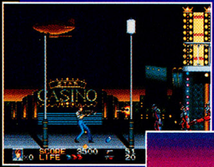
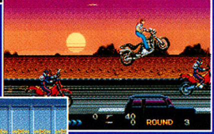
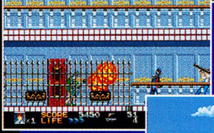


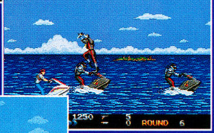
Blast your way through legions of terrorists!



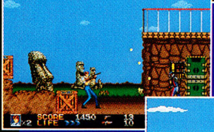
Take a ride on the wild side!



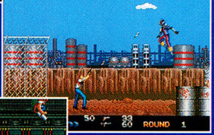
Break out the heavy weapons!



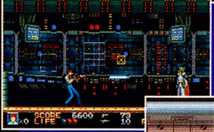
Ride the waves!



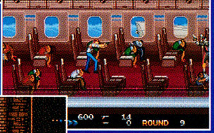
Hunt down terrorists in exotic locations!



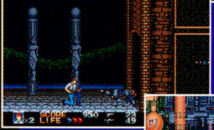
Shoot at an angle!



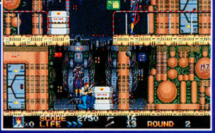
Meet weird green guys and shoot them!



Fly first class!



Annihilate robot watch dogs!



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GET WELL MR. SHIMADA

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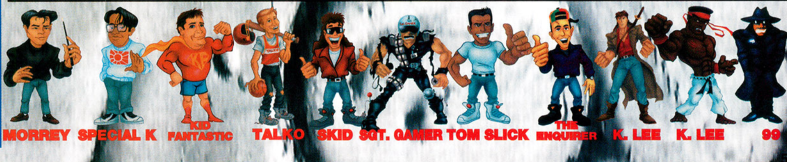
Welcome to issue #8, we hope you like it. This month, I should be writing about the upcoming CES show but, instead, I must set the record straight and answer a grave injustice that has been inflicted upon us and many other publications and game companies. Just before press time (which is when I write this section), I got bombarded with phone calls from friends in the industry who received their copies of EGM. Once again, they have acted childishly and lashed out. They did it to Game Pro, they've done it to VG&CE and now they've done it to us...big mistake. For no reason at all, in their gossip column of all places, they have accused us of selling illegally copied games and selling the games we review. Let me first answer to these libelous accusations. First of all, we don't sell games, we are a magazine. They are obviously confusing us with Die Hard Game Club and that is because I am here. Yes, I started DHGC back in 1990 in an effort to bring gamers a solid base to buy, sell and trade games. Once that was done, I left Game Club and started Game Fan. DHGC is a separate corporation in a separate location and we have no bias towards them. Any mail order company can advertise in these pages, if they meet our standards. Secondly, as far as copied games go, I am highly against these practices. In fact, when I was at Game Club, I helped shut down two stores that were selling copy machines and constantly warned our customers how damaging they could be to the industry. Die Hard Game Club to this day has not, and will never, sell copying devices. We have obviously beaten EGM so badly that they must now resort to childish back stabbing in an attempt to tarnish our reputation. We make this magazine because we love games. The reason we have so many exclusives is because we are in constant contact with third party companies, both in Japan and America, often traveling to make friends and acquire the information you read in these pages. Game Fan has dedicated staff members, both Japanese and American, devoted solely to product. Kei Kuboki, our International Editor, is well known and respected throughout the game industry in Japan and Jay Puryear goes after so much product, I barely ever see him and he's one of the nicest guys you'll ever meet. Our approach to the magazine industry is that of gamers. We're excited about games, it is reflected in our presentation and the third party companies find it refreshing and often grant us exclusives. We take the time to make their games look their best. We also consult and help improve a lot of early titles. We would never resort to copied games. It is very insulting that EGM could even imply this. In fact, wasn't it EGM who first introduced game copiers to the American public in their May 1992 issue? "The Super Magicom transfers SNES carts to computer disks". If they would have never uttered those words we would not be having the copying problem that the industry is suffering from today. That quote made the phones ring off the hook at Die Hard. Immediately, cheesy little mail orders began ordering tons of these devices and Die Hard started loosing valuable customers at an alarming rate. They actually think that we would have promoted such a device? It nearly put us out of business! As far as their gossip column goes, none of it holds water. It states that the new Mario collection is 8 bit when it is 16 (should've read GF, we have shots that came directly from Nintendo of Japan) and that Lethal Enforcers has been renamed Gunstar Heroes. Gunstar Heroes is a new, innovative action title by Treasure and Lethal Enforcers is coming to the Sega CD as Lethal Enforcers. Who writes this stuff? It totally contradicts what's shown elsewhere in the very same issue! And this was once a leading publication in our industry? I know their readers are dropping like flies because they're all signing up over here. Taking pot shots at a publication that's less than a year old? How professional. Look, we are in the business of reviewing video games. This industry is all about fun and everyone we've come in contact with reflects that attitude except for EGM. They seem to take pleasure in attacking other publications. But why? Who are they to judge us or anyone else? Do they sit on the phone all week and try to dig up dirt on people? It's unbelievable that I have to waste my time on this childish behavior. None of this is good for the industry and I'm sick of their dirty tactics, as are their readers (many of which have called us in disgust and canceled their subscriptions to EGM), the other publications and a lot of third party developers. I hope I've made it clear to them how our company is structured so they'll leave Game Club alone and get off of our backs here at Game Fan. Retail is a tough enough business as it is. How do they think the staff at Game Club feel when they read this garbage? In a magazine that they have spent over $150,000 in advertising with! Those guys work their butts off over there and don't deserve this crap. Well, that's it. I am very sorry that I had to take a section I usually have fun with and air dirty laundry, but this knife in my back is killing me and my staff is staring at me, saying "do something". Hey, it's the end of what we think is our best issue. The last thing we needed was this.
See you next month.



MOST WANTED TOP 10

Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send 'em in!

TOP TEN

1. **StarFox** (SNES)
2. **X-Men** (GEN)
3. **Fatal Fury** (GEN)
4. **Sonic 2** (GEN)
5. **Street Fighter II** (SNES)
6. **Ecco the Dolphin** (GEN)
7. **Streets of Rage 2** (GEN)
8. **Flashback** (GEN)
9. **Fatal Fury 2** (NEO)
10. **Mario Kart** (SNES)

MOST WANTED

1. **Silpheed** (SEGA CD)
2. **Sonic CD** (SEGA CD)
3. **Street Fighter 2'** (GEN)
4. **Battletoads** (SNES)
5. **Final Fight CD** (SEGA CD)
6. **Batman CD** (SEGA CD)
7. **Final Fantasy III** (SNES)
8. **Final Fight 2** (SNES)
9. **Dracula** (SEGA CD)
10. **Mortal Kombat** (SEGA CD)

First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!!! (Cool ha?)
Second Prize: Your choice of Skid, Sgt. Gamer, Tom Slick, or The Enquirer's pick of the month.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Carl Sistern of Keokuk, IA • Second Prize: Daniel Kristoff III of Ronte Vedra Beach, FL
Third Prize: Patrick Madden of Washington, D.C.

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 105 and include a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

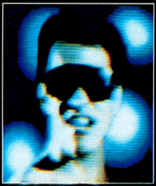
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

PREPARE YOURSELF

RAYDEN

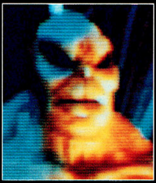
SUB-ZERO

LIU KANG


JOHNNY CAGE

SONYA BLADE

KANO


GORO

SCORPION

MORTAL KOMBAT®

COMING TO LEADING VIDEO GAME SYSTEMS
SEPTEMBER 93

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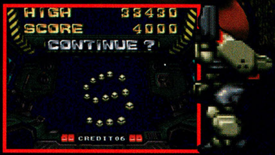
HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

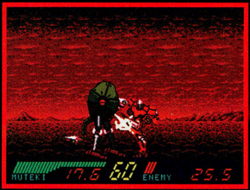
SCORE
LINAPALM

Cybernator (SNES)


HIGH 33430
SCORE 4000
CONTINUE ?
CREDIT06

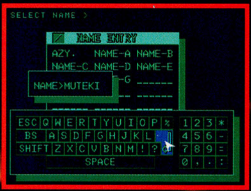
6 Credits:
At the title screen, press and hold the DOWN, UP, L and R buttons. Press START once and an option menu should appear. Keep holding the buttons and press START again. Now, if you die during the game, you'll have 6 credits to continue.

Hidden Weapon:
When you start the game, dash straight through level 1 to the boss. When you get to him, shoot only the main torso. Don't destroy the side guns. Once you beat the level, stage 2 will start you with a Napalm gun. NOTE: If you die on


MUTEKI
17.6
60
ENEMY
25.5

Black Hole Assault (SEGA CD)

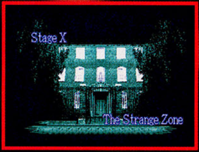
Invincibility:
Enter the name entry menu and type the word: MUTEKI in one of the spaces. Then, go to the Operation BHA menu and choose MUTEKI as your name. When you start the game, you will be invincible.

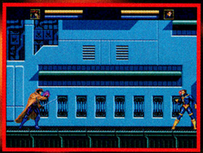

SELECT NAME >
NAME ENTRY
AZY. NAME-A NAME-B
NAME-C NAME-D NAME-E
NAME>MUTEKI
ESC Q W E R T Y U I O P % 1 2 3 *
BS A S D F G H J K L 4 5 6 -
SHIFT Z X C V B N M ! ? 7 8 9 =
SPACE 0 , . :

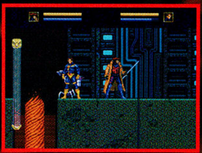
TIME
×03
POW
LIFE

Splatterhouse 3 (MEGADRIVE)

Hidden Stage:
In levels 1 or 2, if you can defeat the boss with the timer having more than 3 minutes to go, you will be sent to stage x.

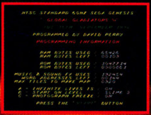

Stage X
The Strange Zone





X-Men (GENESIS)

Stage Select:
Turn on the Genesis and, on control pad #1, press and hold DOWN, A and C. When the title screen appears, press START, unplug the controller, then plug it into PORT 2 and hit START. Then, plug another controller into PORT 1 and hit START again. When you start the game while in the control room, stand in front Of the control panel you want to warp to and press DOWN on the control pad and hit JUMP. Presto! Sorry about the delay.



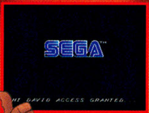
NTSC STANDARD 60HZ SEGA GENESIS
GLOBAL GLADIATORS
[illegible]
PROGRAMMED BY DAVID PERRY
PROGRAMMING INFORMATION

RAM BYTES USED : 65426
RAM BYTES LEFT : 00109

ROM BYTES USED : 1047724
ROM BYTES LEFT : 0000661

MUSIC & SOUND FX USES : 192454
WORD ADDRESSES LEFT : 00144
MAX TILES TO MAKE MAP : 0320

A - INFINITE LIVES IS : ON
B - START ON LEVEL : SLIME 3
C - PHOTOGRAPH FREEZE : ON
PRESS THE [illegible] BUTTON

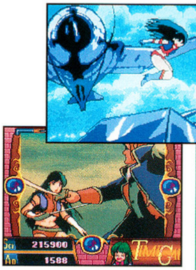

SEGA
HI DAVID ACCESS GRANTED...

Global Gladiators (GENESIS)

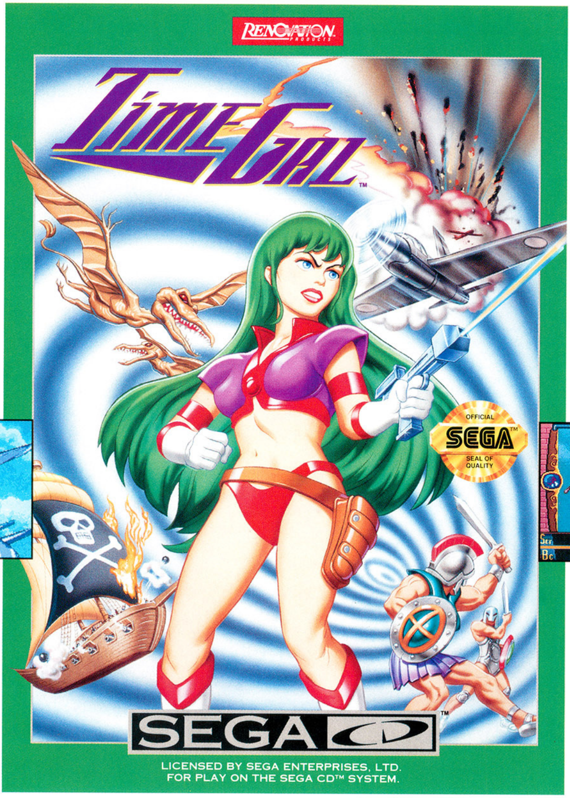
David Perry Magic Show:
As soon as you turn on the Genesis and the Sega logo appears, you must press: C, then B, then A, then START, in rhythm 4 times before it fades away. If done correctly, your favorite programmer will greet you with a crack screen. Have fun.

BY: MORREY & TOM SLICK

This Gal Gets Around!


215900
1588
TIME GAL

Over 30 minutes of full motion animation!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LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

From Renovation / Wolf Team

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TIME GAL

Test your action-reaction skills with 3 levels of difficulty!

This Gal's been all over, from 70,000,000 B.C. to 4,000 A.D! She's traveling the world searching through time for the devious Luda. Help her stop Luda before the world is destroyed. Jump onto your time machine as you travel through 16 exciting eras from the past, present and future. Leap from plane to plane in a WWII dog fight, sail a Spanish Galleon on the high seas, battle robots in a space station and escape from hungry dinosaurs. Can you and Time Gal brave the challenges and catch Luda before time runs out?

Here's one date you won't forget!

RENOVATION PRODUCTS™

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VIEWPOINT

HONESTY IS OUR ONLY EXCUSE

SKID
SGT. GAMER
TOM SLICK
THE ENQUIRER

VIEWPOINT IS A PLACE YOU MUST VISIT BEFORE YOU GO OUT AND BUY YOUR GAMES, THAT WAY ALL THE GOOD DEVELOPERS WILL GET RICH AND ALL THE BAD ONES WILL EITHER BE FORCED TO IMPROVE OR BECOME TV EVANGELISTS.

Sega
Nintendo
Turbo
Neo Geo
Marty

SKID'S PICK
Because of its all around incredible graphics, control and rad voice, my pick for July is Rock 'N Roll Racing, it deserves an MTV music award.

SGT. GAMER'S PICK
I'll have to agree with Skid and go with Rock 'N Roll. Although I've never beat him around the track, I still have fun in last place.

TOM SLICK'S PICK
No doubt about it, my pick is Alien 3. The password feature has given me a week's worth of excuses to stay hidden in my office.

THE ENQUIRER'S PICK
This months was one of the toughest months yet, but as usual when there's a Capcom game in VP, you know what that means. Final Fight 2

RATED BY:	SKID	SGT. GAMER	TOM SLICK	THE ENQUIRER
SPLATTERHOUSE 3 - NAMCO - 16 MEG - 1 PLAYER - SEE REVIEW PG. 22-23 TIME 00:00 ×03 POW LIFE	**79%** More goo for the buck! 16 megs worth! SH fans will undoubtedly savor this title for a long, long time. But, personally I found it a bit too repetitive and the lack of outside levels with multi-scroll backgrounds kind of bums me out. But for sheer gross out fun, SH3 delivers, big time. Don't try this at home!	**81%** 16 megs of goo, goo, yeah! SH3 has all the gore that you've come to expect from the good folks at Namco. If you like the series, you will love this sequel. Although the game play is repetitive, the joy of splattering goo on the floors and walls of the mansion will keep you playing through...fun stuff!	**77%** Definitely the best version yet! Splatterhouse 3 stays true to the original with some of the best gore a game has offered. The action is the same, but you have new weapons and moves to use. Other great features are the long levels and monstrous power up attack. Nice job Namco.	**89%** Jason's back! SH3 is Namco's grossest game on any home system since SH2. The graphics are much better than 2 and the levels are longer and harder and the music has to be heard to be believed. If you own a Genesis this is the last SH that Namco will ever make, so check it out.
JUNGLE STRIKE - EA - 16 MEG - 1 PLAYER - SEE REVIEW PG. 24-25	**80%** So this isn't my type of game, so what! It's excellent! For fans of military strategy / shooters, there is no better game to be had. 16 megs means great graphics, control, sound FX and one long and gnarly mission. There's even a dorkey Harley and a hover craft. The country is finally safe!	**83%** EA is back with a solid sequel to Desert Strike. I enjoyed the first game and this one is better. More graphics, more levels, more sound, more fun...an entertaining blend of strategy and shooting from the EA Air Force.	**70%** Not being a fan of the original, Jungle Strike didn't have any new features that struck me as exciting or really fun. The control on all of the vehicles is the same and the missions are long, but it's still Desert Strike. If you like the original, this is a strong sequel. If not, there's nothing here that will convert you.	**83%** What a difference! This sequel to Desert Strike is much better. The graphics are much better and now you get better vehicles to pick from and the fact that it's 16-meg means better sound effects and long, I mean super long, missions. Now if they would only do a 3D0 version life would be even better.
ROLLING THUNDER 3 - NAMCO - 12 MEG - 1 PLAYER - SEE REVIEW PG. 30-31	**68%** I'm afraid you'll have to roll out a CD to wake up Rolling Thunder. Back in 1990, this would have rated way high, but one scroll and straight ahead shooting just don't cut it when you look at the competition. I liked the new sequences, but it's just not enough and where's the lanky spyette?	**74%** RT3 is a good game, but not a great game. Unfortunately, Rolling Thunder 2 WAS a great game, so the sequel is a little disappointing to this RT2 fan. On its own, Rolling Thunder 3 is entertaining, but not remarkable.	**69%** I had high hopes for this game but, unfortunately, for 16 megs it falls way short. First of all, it's only one player. Secondly, for such a high meg game, the difficulty is set too easy and the length of the levels is too short. Part 2 is still the best version yet.	**67%** This is the same old boring theme but without 2 players simul. Maybe fans of the original might like it but I could not handle how slow it was and the fact that there was only one scroll. The anima was nice but this didn't help the game much. What happened?
ROCK 'N ROLL RACING - INTERPLAY - 8 MEG - 2 PLAYER - SEE REVIEW PG. 48	**90%** Finally, a racing game with some meat on its bones! Rock 'N Roll Racing has it all; graphics, control, music and fumin' voice by Larry Hoffman. Now, all we need is a version with some Van Halen tunes. I wish I could turn off that Bad to The Bone goo.	**94%** Man, I have gone ballistic over this one. Rock & Roll is one of the best driving games I have played and definitely one of the best 2 player games I've ever had the pleasure of booting up. Interplay has gone over the top to create one of the best titles of 1993.	**88%** Awesome! That's probably the best word to describe the game. After the unplayable RPM Racing, I was skeptical of Rock N Roll. Oh, man, what a difference! RR has some of the best tunes and voice around. The game play is near perfect with great control, cool power-ups and fast two player action.	**88%** This is a real man's driving game. Everything from the graphics to the control is just about perfect. But the one thing that makes this blow away most driving games is the music. The music is perfect and all the tunes are famous songs from my past. It sends Chills down my spine.
ROCKY RODENT - IREM - 8 MEG - 1 PLAYER - SEE REVIEW PG. 52-53	**82%** Irem finally hits one on the SNES with a sniveling new character that you're sure to grow attached to. The diverse play mechanics and long levels are just what an action/platform needs to make it worthwhile. Hurry up with a 16 meg sequel...please.	**86%** What a great, unexpected game from Irem! This disgusting little vermin is one of the coolest video game characters around. Excellent platform gaming abounds in this one with graphics, animation and sound to match. Watch out Mickey, there's a new rodent in town with a stylin'' do.	**79%** Irem's new character and game proves they can produce quality titles. The action starts slow but stays steady throughout the game. Rocky Rodent takes side scroll gaming and adds a twist, letting the character interact with its surroundings in a creative environment with great graphics. Excellent!	**85%** Irem's back! Now this is an action game. The levels are long, there's great music and the best thing about it is that the game has great playability, something that most of today's action games are missing. But anyway, Irem did the impossible, R-TYPE 3! I'm waiting.
THE LEGEND OF MYSTICAL NINJA -KONAMI - 8 MEG - 2 PLAYER - SEE REVIEW PG. 86-87	**91%** While you may think this game is too cute, don't let its looks deceive you. Mystical Ninja features loads of special effects and a mystical power that seems to make the SNES better. Action platforms don't get much better than this.	**86%** I can recall Babbage's getting this one in Jan. '92 and since there weren't many games out at that time I played the heck out of this one. The game play is so unique and the quest so challenging that this one becomes a keeper. If you missed the 1st wave of SNES titles, definitely check this one out.	**89%** Over a year after its release, this game is still one of the best for the SNES. The uniqueness sets it above the rest, with awesome game play, two player action and tons of sub-games. If you don't have it, get it.	**90%** If you don't own this one you're not a true gamer. M.N is the best action game for the SNES (except for Castlevania of course!) This is the funest game and has some of the greatest graphics, sound and playability and is one of the longest games ever. Nuff said!

FINAL FIGHT 2 - CAPCOM - 10 MEG - 2 PLAYER - SEE REVIEW PG. 57

HAGGAR
CARLOS
TIME
97

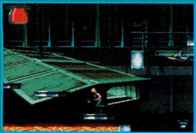
84% I'll say one thing, these graphics are right out of the arcade. It's too bad no new elements were added for diversity. Hey, I guess when you've got something that works, why change? This time you get the simul. play but it's shorter & easier than part 1. They give a little, they take a little.

78% Final Fight 2 has great graphics, excellent music and sound and 2 player simultaneous to please fans of the original game. However, the theme has grown a little stale for me and the game is a bit short. Final Fight freaks will love this game but, for me, it was just a short diversion.

70% Unfortunately, the only advantage FF2 has over the original on the SNES is the two player action. Everything else is more of the same. The moves are limited and soon get very repetitive and the difficulty is set much too easy. Streets of Rage 2 is still the one to beat.

93% Hagger's back ... Finally. Not only is the boss back but 2 play simul. is now possible and there are all new levels that have some of the best graphics I've ever seen since Toads. Besides that I have to point out one thing I didn't like. The game is a little too easy, but it's still the best fighting game out this year.

ALIEN 3 - LJN - 8 MEG - 1 PLAYER - SEE REVIEW PG. 60-61



90% Probe goes beyond the call of duty with some of the best graphics I've ever seen on the SNES. Aliens is a long, fun, challenging and well put together title that will last you into the wee hours. A boring movie gets a great game.

89% As much as I liked Alien 3 on the Genesis, the SNES version is even better. The sound and music is what really gets me here, along with the more intricate plot and play mechanics. This is one of Acclaim's best and a pretty good indication of the great things to come from Oyster Bay this year.

95% This action/quest game was great on the Genesis and is now even more fun on the SNES. Each mission is filled with awesome graphics and cool backgrounds. The animation on all of the characters is fluid and the missions are long and challenging. This is the type of game you'll spend months trying to finish.

87% This is exactly what the movie should of been like, Aliens is way cool. This has to be the hardest SNES game to date, But besides that I found that Graphics and sound where truly amazing and matter of fact I will honestly say if you have a month of free time, pick it up its worth a look.

TRODDLERS - SEIKA - 8 MEG - 2 PLAYER - SEE REVIEW PG. 62

78% Troddlers is the first puzzle game that out does Lemmings on the SNES. The added control over the main character and the excellent music and graphics make it one of the few interesting puzzlers I have played.

82% Troddlers is an excellent puzzle game with action overtones. The title becomes addicting very quickly and has tons of long term play value. If you're an action gamer who is interested in owning a puzzle game, check it out. Troddlers has a great blend of action and mind challenge.

78% Troddlers is a great puzzler with good graphics and sound that gives Lemmings a run for its money. Seika has created a unique mind game that combines a little action platform in its game play. A very well done title on all counts.

79% Although I'm not a big puzzle game fan, I found this game to be fun anyway due to the cool character and added action elements. A lot of creativity went into this one. Troddlers could be the best puzzler yet.

BOMBERMAN '93 - HUDSON SOFT - 4 MEG - 4 PLAYER - SEE REVIEW PG. 64

70% They had to force me to play this one, but once I got going in the 4 player battle, I was hooked. This game is very fun when played with friends but, as far as play vs. the computer, this one would collect dust at my house.

84% The party classic is now available on the Super Famicom. There are few multi-player games than this one and the SF's sound and graphic capabilities make this version the best of the bunch. SNES and SF owners, you don't want to miss this one. Get your 4 player tap and have a big time.

90% I'll never get tired of this classic game. Hudson has done a great job balancing the strategy and power-ups throughout the game. Every type of game player should automatically become addicted to the fast action and nerve racking game play.

90% Hudson does it again! The SNES version of Bomber man is the greatest version ever. You can play up to 4 players simul, and the graphics are highly detailed, not to mention this is the only puzzle game that has that lasting power not found in many of today's games.

COTTON - HUDSON - CD - 1 PLAYER - SEE REVIEW PG. 76

80% Cotton is one of the few TTI shooters that shows some originality. I really like the haunting theme and the nasty little witch in this one. This classic Sega arcade title seems right at home on the Duo.

83% A great shooter (how many times have you heard that phrase in a Turbo review?) that, while executed extremely well, suffers because of all the ones I've played before. If you like shooters, this is the second best you can get on the system (Lords of Thunder, you know).

79% The Duo is known for great shooters and Cotton is no exception. This game is packed with fast action, great graphics and cool music. Each level is challenging and the power-ups are needed throughout the game. Besides the occasional flicker, Cotton delivers!

77% TTI has a good shooter on their hands. Cotton has detailed backgrounds, long and very challenging levels and the music fits the game just right. Now if TTI would only bring out SF2 over here, that would make me very happy.

3 COUNT BOUT- SNK - 106 MEG - 2 PLAYER - SEE REVIEW PG. 80

70% After playing World Heroes 2 and Fatal Fury 2, 3 Count Bout doesn't impress me at all. There are way too few frames of animation on the characters and the play mechanics just aren't there. It's a nice presentation, graphically, but it's just another button pounder. WHERE ARE THE ACTION GAMES SNK?

66% Have any of you Geo owners out there ever opened up a cartridge to see if they are really as big as SNK says they are? I think, if you take a hammer to 3 Count Bout, you are going to find a 16 meg cart inside dying to be set free. Play it in the arcade, pass at home.

55% When will SNK stop? Fatal Fury 2 was a welcome title, even though Art of Fighting was released only months before. Now, another fighting/wrestling game, 3CB is a weak attempt. The control is stiff & the rapid button tapping makes you want to break the controller. Don't waste even a quarter on it

65% No way this is 106 meg. I don't think so. This is just another no thinker. The graphics are great but the game is no fun at all unless you like pounding on buttons to do one move and like controlling characters with frames missing, if you call this fun you're in heaven, but I like fun not boring games.

SUPER EIGHTMAN - SNK - 46 MEG - 2 PLAYER - SEE REVIEW PG. 81

8 POWER
PUSH START BUTTON

76% Super 8 Man does manage to break the mold a little with some diverse levels and moves but, once you've beaten it, it's not exciting or fun enough to go back to. An action game this expensive needs vertical levels, platform action and more challenge. As usual, great graphics.

74% Another short term, fun but uneventful diversion on the Geo. Super 8 Man, while graphically excellent, suffers from the SNK arcade syndrome...good arcade game, but not 200 bucks good. Unremarkable game play puts this in the play it and store it category.

77% This game is really cool. Super 8 Man is loaded with great colors and fast action. In fact, the only downfall of the game would be its length. For an action game of such high meg, it should have had more levels. I guess there's no hope for a sequel...Oh! Unless it's one-on-one fighting that is.

69% How can a system this good go two years without a Sonic style action platform? While 8 man delivers the usual graphics show, it is still a three hour tour, a three hour tour and then you're back to your Mario.

GALAXY FORCE 2 - CRI - CD - 1 PLAYER - SEE REVIEW PG. 82

MISSION 1
SCORE
SHIELD
ENERGY
507
434

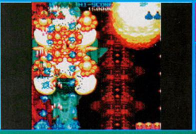
90% Now, this is what shooters are all about! I've played this game a hundred times and I'll play it a hundred more! Great 3D with awesome play control and incredible music and voice, games like GF2 are what 32 bit and CD are all about.

89% GF2, minus the hydraulics, is a 99.9% arcade perfect translation with music that is even better than that! Fans of the arcade game will be pleasantly shocked and blown away. Now, if we could just get a Marty version of Power Drift?!

70% In its time, this game was the top shooter. It has great music, nice control and crisp graphics; all of the qualities of a good game. But, for the price of the system and its software, I'm happy with my Genesis version.

90% Marty has it all. GF2 is the best translation yet. 32-bit graphics, sound, and simply some of the best re drawn scaling I have ever scene in a game. This is what gaming is all about on the Marty, not even 3D0 will come close .... Not!

TATSUJIN - BING - CD - 2 PLAYER - SEE REVIEW PG. 83



70% Tatsujin packs in just about all you can in an overhead; detailed enemies and backgrounds, huge explosions, great FX and music and tons of stuff on screen with no flicker. Too bad it's just a straight forward shooter with nothing new to offer. I'd rather play Silpheed on my $200 CD.

86% One of my favorite Genesis shooters gets Marty-ized with great results. Tatsujin has everything a shooter fan could ask for; graphics, control and sound on par with the arcades and a worthy challenge to even the best of arcade jockeys.

80% I'd like to see this game on the SNES or Sega CD. There isn't a dull moment in the game. The two player simultaneous is way cool and the difficulty is hard, but not frustrating. Everything you wanted in the Genesis version is here.

70% I've never seen so may things on screen with no flicker or slow down. 32 bit definitely makes the difference. However, although graphicly spectacular, Tatsujin is still your basic shooter. Good for one ride only.

MARIO'S GREATEST

MARIO IS MISSING!
MARIO IS MISSING!
Nintendo
Official Nintendo Seal of Quality
SUPER NINTENDO ENTERTAINMENT SYSTEM
MARIO IS

BOWSER HAS GRABBED MARIO...

...and Luigi needs your help
on the adventure-filled
mission to rescue his bro.

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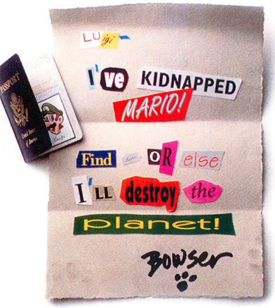
Nintendo

ADVENTURE YET!



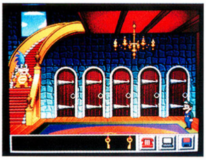
LU gi

I've KIDNAPPED MARIO!

Find him OR else I'LL destroy the planet!

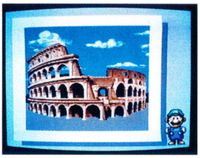
Bowser

Deep within Antarctica, the evil Bowser has kidnapped Mario and plans to flood the planet by melting all the snow on earth. Bowser has the latest in high tech - the Passcode Operated Remote Transportation And Larceny System (PORTALS). Using the PORTALS, Bowser's lizardly henchmen steal off to famous cities where they commit dastardly deeds.



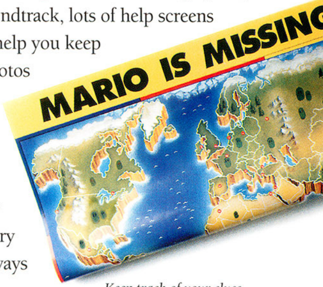
Travel the world instantly through PORTALS

It's up to you and the "ever-true-to-his-bro" Luigi to travel around the world, rescue national treasures and find the missing clues to save the world from destruction by Bowser. You'll explore exotic locations, chat with friendly (and not-so-friendly natives), collect valuables, outsmart the thieving Koopas, master the Globulator, and then rescue Mario in a surprise ending.



Snap a perfect picture in famous cities of the world!

MARIO IS MISSING! has great 2-D and 3-D graphics, a new Mario music soundtrack, lots of help screens and a fold-out map to help you keep track of facts, clues, photos and data.



Keep track of your clues, facts and cities with your fold-up map

Best of all, it's Mario's greatest adventure yet. Around every shadowy corner, in every exotic city -- there's always something new!

MARIO NEEDS YOU NOW!

Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. *It's time for you to be a Mario hero!*

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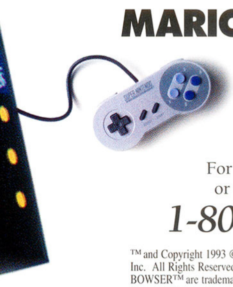

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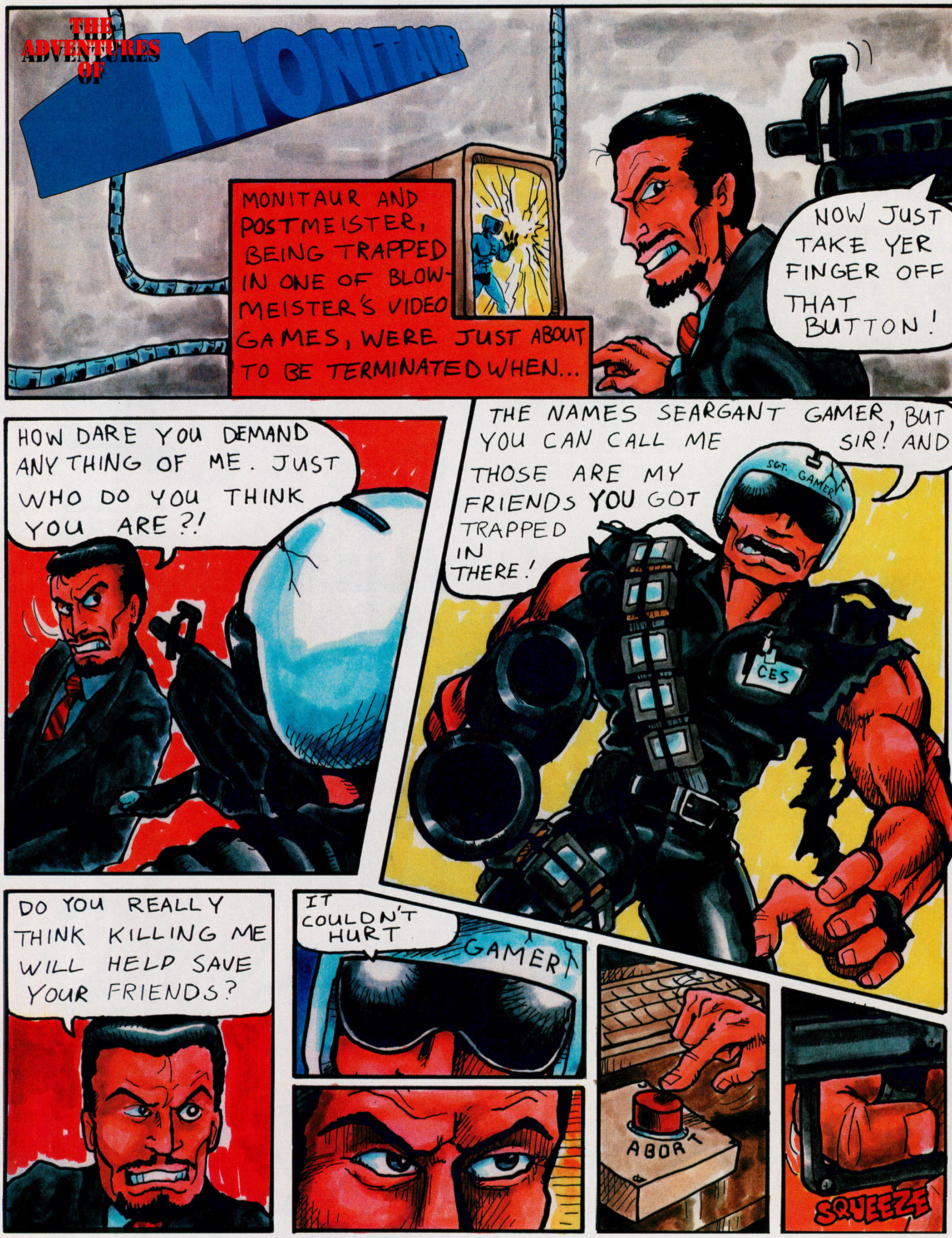
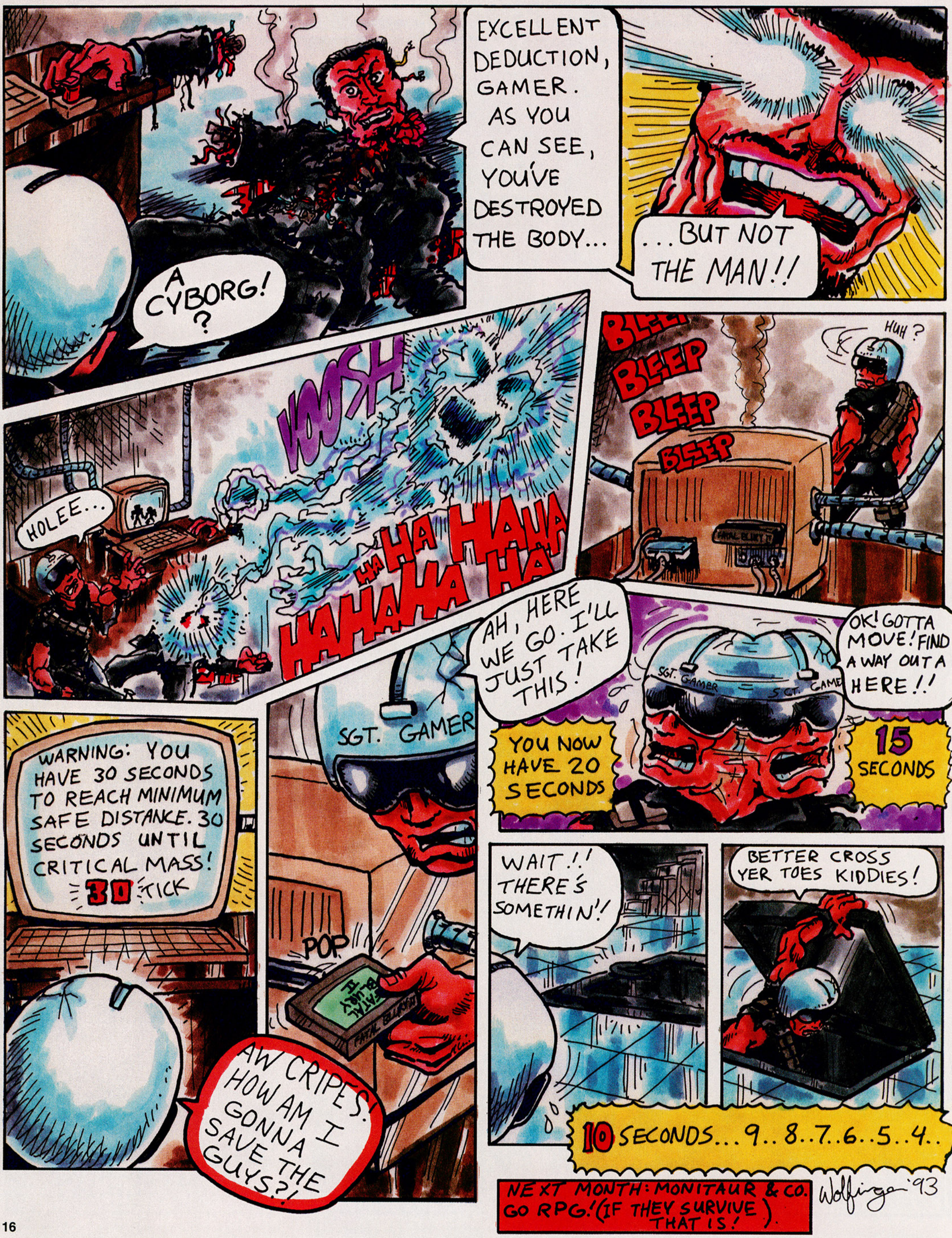
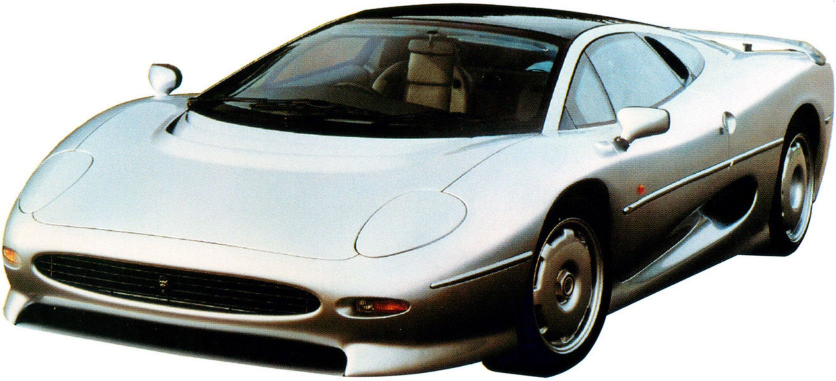

THE ADVENTURES OF MONITAUR
MONITAUR AND POSTMEISTER, BEING TRAPPED IN ONE OF BLOWMEISTER'S VIDEO GAMES, WERE JUST ABOUT TO BE TERMINATED WHEN...
NOW JUST TAKE YER FINGER OFF THAT BUTTON!
HOW DARE YOU DEMAND ANY THING OF ME. JUST WHO DO YOU THINK YOU ARE?!
THE NAMES SEARGANT GAMER, BUT YOU CAN CALL ME SIR! AND THOSE ARE MY FRIENDS **YOU** GOT TRAPPED IN THERE!
SGT. GAMER
CES
DO YOU REALLY THINK KILLING ME WILL HELP SAVE YOUR FRIENDS?
IT COULDN'T HURT
GAMER
ABORT
SQUEEZE

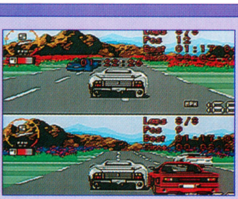
BRAKABRA
KABRAKAB
SGT. GAMER
CES


A CYBORG!?
EXCELLENT DEDUCTION, GAMER. AS YOU CAN SEE, YOU'VE DESTROYED THE BODY...
...BUT NOT THE MAN!!
VOOSH
HOLEE...
HA HA HAHA HAHAHA HA
BLEEP BLEEP BLEEP BLEEP
HUH?
WARNING: YOU HAVE 30 SECONDS TO REACH MINIMUM SAFE DISTANCE. 30 SECONDS UNTIL CRITICAL MASS!
30 TICK
SGT. GAMER
AH, HERE WE GO. I'LL JUST TAKE THIS!
POP
AW CRIPES! HOW AM I GONNA SAVE THE GUYS?!
SGT. GAMER
YOU NOW HAVE 20 SECONDS
OK! GOTTA MOVE! FIND A WAY OUTA HERE!!
15 SECONDS
WAIT!! THERE'S SOMETHIN'!
BETTER CROSS YER TOES KIDDIES!
10 SECONDS...9..8..7..6..5..4..
NEXT MONTH: MONITAUR & CO. GO RPG! (IF THEY SURVIVE THAT IS!)
Wolfinger '93

"...THE FASTEST PRODUCTION CAR IN THE WORLD..."

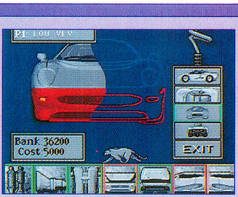
-THE GUINNESS BOOK OF RECORDS 1993





Laps
Pos 12
Best 01:17
Laps 8/8
Pos 9
Best
Time
MPH

GRAB A BUDDY AND JOCKEY FOR THE CHECKERED FLAG AS "TEAM JAGUAR"—INCREDIBLE SPLIT-SCREEN 2-PLAYER VIRTUAL-RACING ACTION AT 200+ MPH.



P1
Bank 36200
Cost 5000
EXIT

AFTER EACH RACE ON THE CIRCUIT, USE YOUR EARNINGS TO MEND YOUR WOUNDS—FROM BODY REPAIRS TO A FRESH SET OF TREADS TO A NEW TRANSMISSION.

JAGUAR XJ220

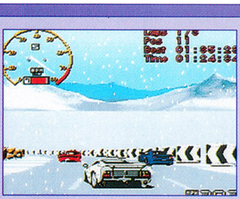
STRAP A SADDLE ON 542 HORSES AND RIDE THIS SILVER ROCKET TO 213 MPH.

IT'S THE ONLY ROAD BEAST ON THE GLOBE THAT CAN BE CALLED "FASTEST IN THE WORLD."

SO KEEP YOUR LOTUS, FERRARI AND PORSCHE IN THE GARAGE...JAGUAR XJ220 HAS ARRIVED.

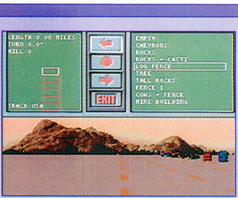
"THE TRACKS ARE LADEN WITH HAIR RAISING HAIRPIN TURNS, KILLER CORKSCREWS AND STRAIGHTAWAYS SO FAST THE RED AND BLUE SAFETY TIRES SMEAR INTO PURPLE HAZE..."
-SEGA VISIONS

JAGUAR
XJ220
JVC
SEGA
SEGA



Laps 1/6
Pos 11
Best 01:35:2
Time 01:24:3

BURN RUBBER ON WORLD TOUR OR GRAND PRIX CIRCUITS—32 COURSES IN ALL: SAND CHURNERS IN EGYPT, SWAMP FESTS IN THE OUTBACK, EVEN SNOW JOBS IN THE ALPS.



LENGTH: 0.08 MILES
TURN: 0.0°
HILL: 0
TRACK: USA
EXIT
EMPTY
CHEVRONS
ROCKS
ROCKS + CACTI
LOG FENCE
TREE
TALL ROCKS
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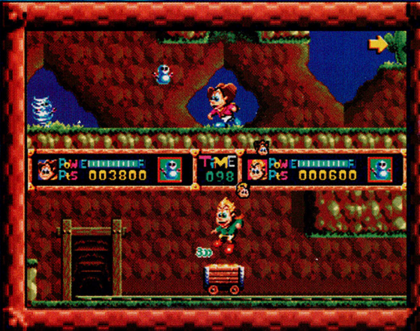
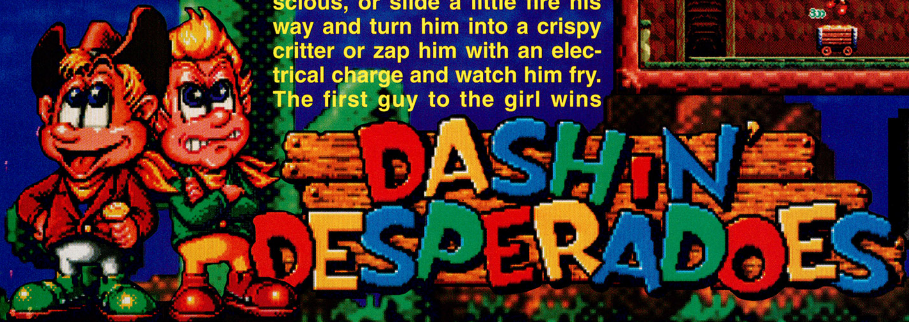
SEGA CD™

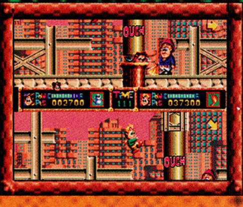
SEGA SECTOR

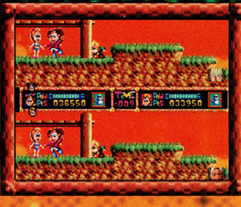
For as long as there have been home video games, there has been a shortage of good 2 player simultaneous action titles. There's always been that frustrating problem of one player getting in the other's way or getting too far out in front. So, how about making those problems the actual goal...smart! That's exactly what Data East has done. As you dash for the blonde, you must inflict major carnage on either the computer opponent or, better yet, on your best friend. You'll do anything to stop each other; throw a bomb and render him momentarily unconscious, or slide a little fire his way and turn him into a crispy critter or zap him with an electrical charge and watch him fry. The first guy to the girl wins

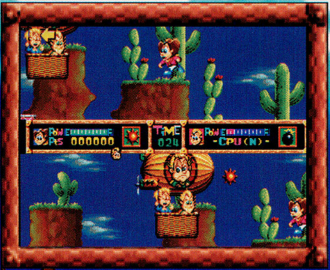




DATA EAST
ACTION
2 PLAYER
8 MEG
AVAIL. AUG.



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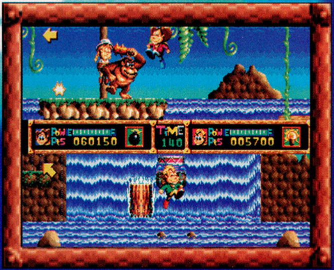
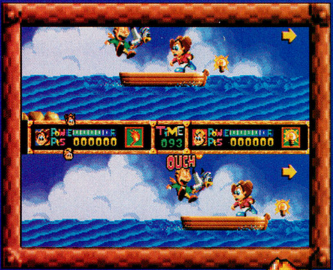
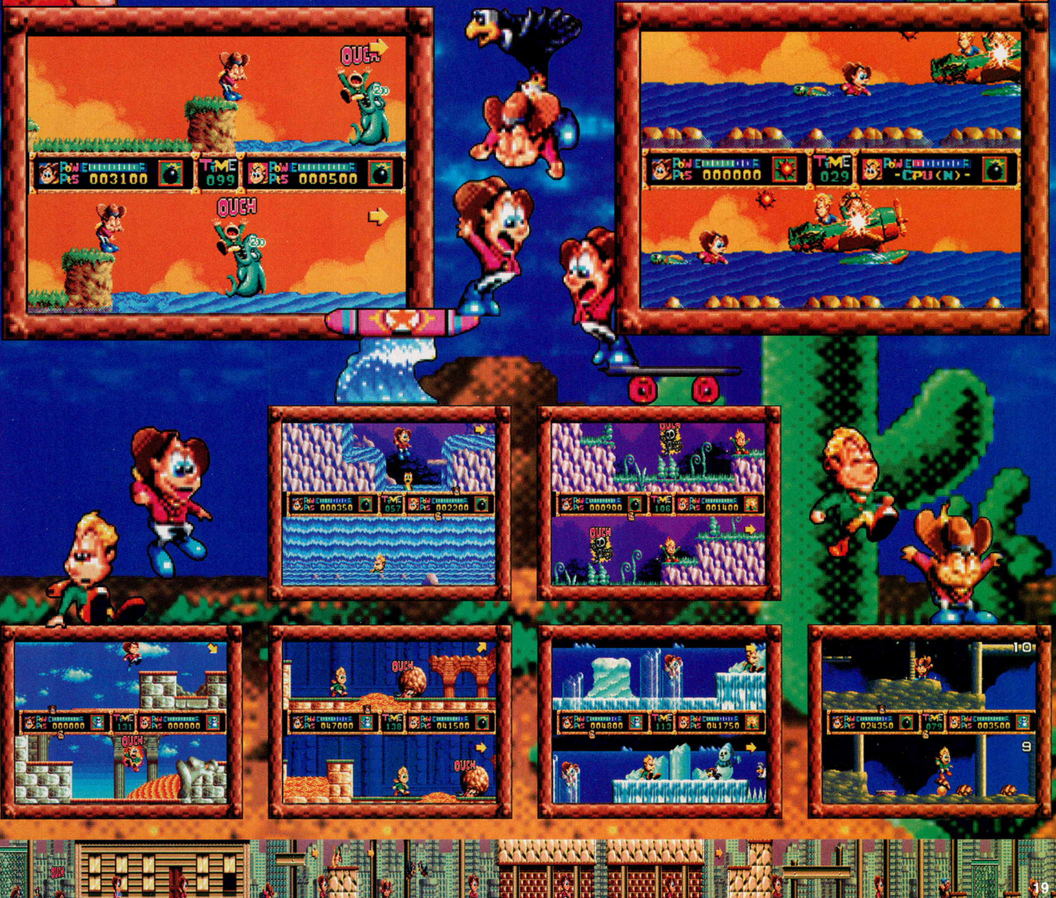
TIME 024
-CPU(N)-


PtS 060150
TIME 140
PtS 005700


PtS 000000
TIME 093
PtS 000000
OUCH

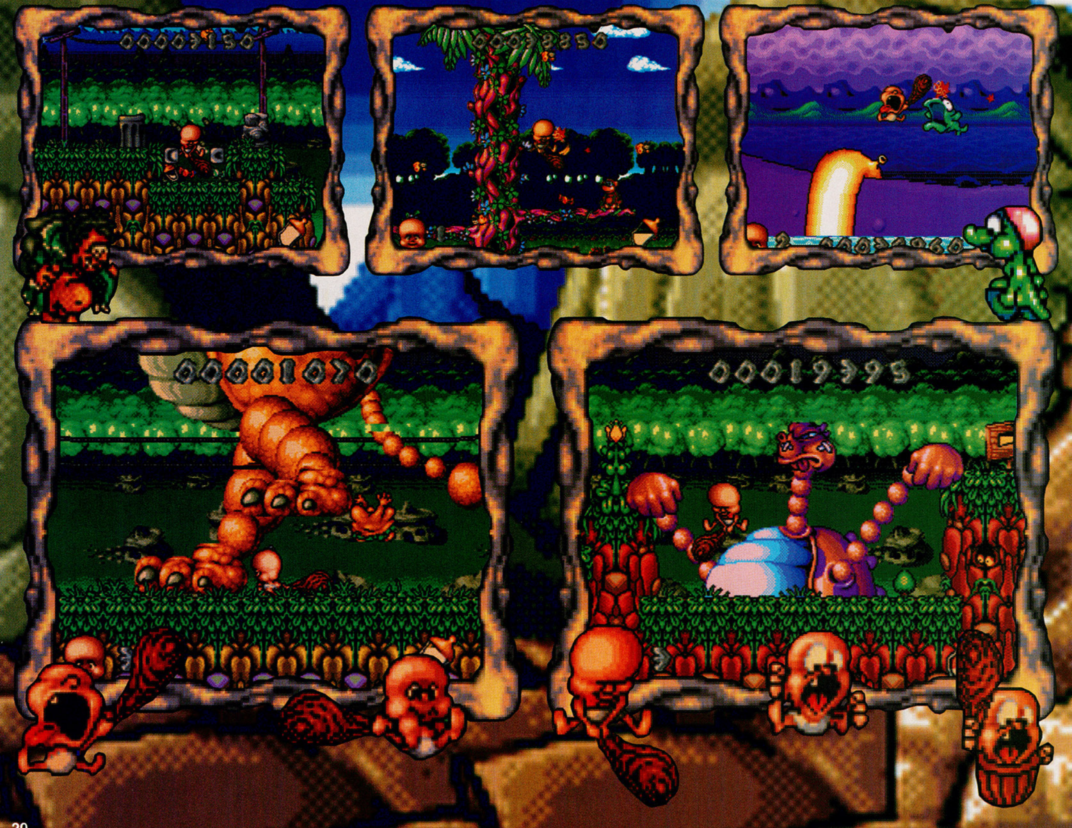
and anything goes. Your friend isn't your only problem either. There are opening doors, diving birds, floods, fire pits and many other diversions that you must react to quickly or get knocked on your butt and, believe me, words can not describe how much fun all of this is when you play with a friend. Graphically, Dashin' Desperadoes delivers big time, with excellent art work and great attention to detail and the music and voice are of the highest cartridge quality. Need I say more? We'll review Dashin' Desperadoes next month. E. Storm

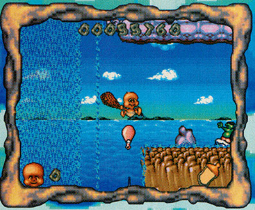

OUCH
PtS 003100
TIME 099
PtS 000500
OUCH
PtS 000000
TIME 029
-CPU(N)-

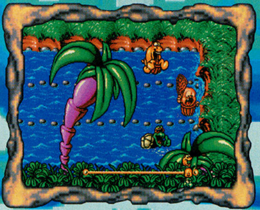
CHUCK
II
SON
OF
CHUCK

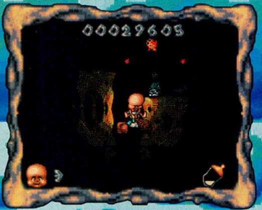
VIRGIN
ACTION
1 PLAYER
8 MEG
AVAIL. AUG

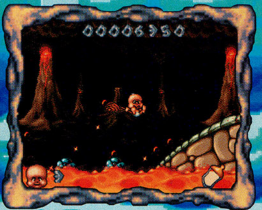
Gamers are constantly crying out for something new, but are seldom heard. Most game companies keep churning out the same old hack n slash or jump and kick...not Core. They have always provided us with innovative new challenges like Wonder Dog, Jaguar XJ220 and the original Chuck Rock. Core has now entered the next generation by introducing Thunderhawk (distributed by JVC) and Chuck 2, Son of Chuck (picked-up by Virgin) along with their announcement of becoming a 3DO licensee. Chuck 2, for a cartridge game, breaks all the rules. Throw all of your preconceptions of what the Genesis can do out the window. Not only have they created a unique new character, but they have also laced this one with HUGE animated enemies (sometimes spanning a whole level), hidden platforms, all new play mechanics and special FX like you have never seen on an 8M cart. Chuck's kid is a raunchy little "It's Alive" baby with a big head, a little

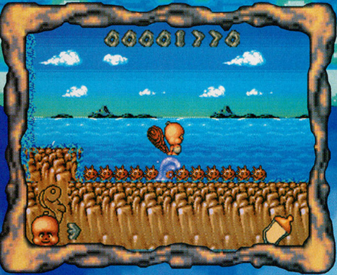






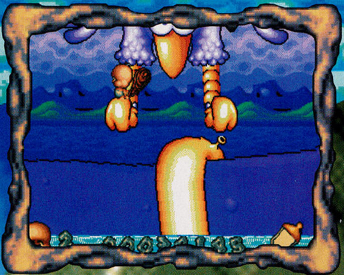


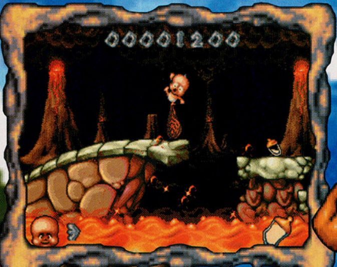


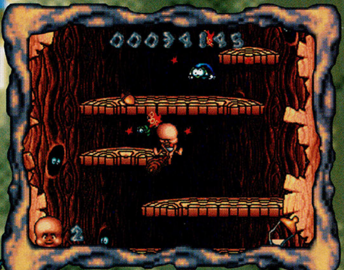


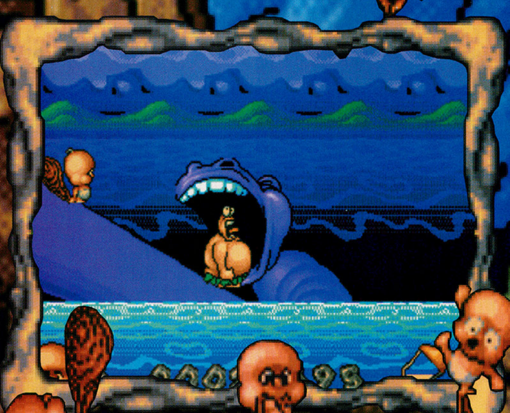
body and a big club, so big, in fact, that lil' Chuckie can only drag it behind him when not swinging it or using it to mount a friendly dinosaur. The game itself is stuffed with color, animation and scrolls for as far as you can see. The control is much improved over the original Chuck Rock, with more interaction available to the player like riding dinos, balancing on your club to avoid enemies and swinging from vines. As for length, well, I guess that depends on how good you are. Son of Chuck is packed with challenging sub-levels. This is kind of like Wonderdog meets Chuck Rock, you'll see.

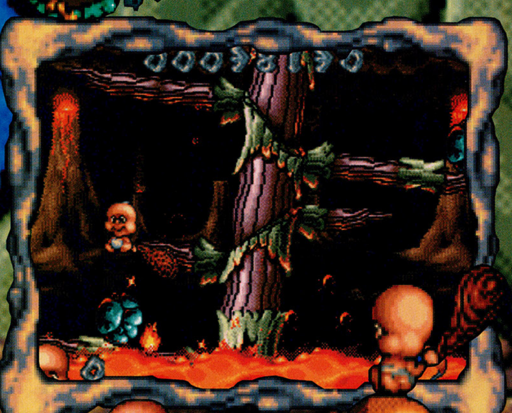
Well, what else can I tell you, without reviewing it? Stay tuned next month for a big review on one of the carts of the year, Son of Chuck...





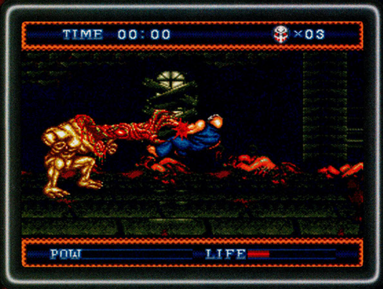




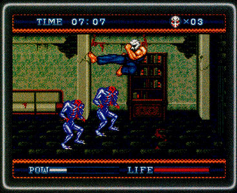


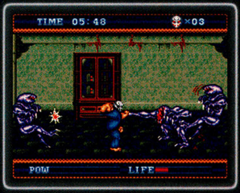
SPLATTERHOUSE PART 3

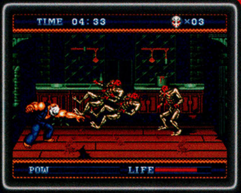
NAMCO
ACTION
1 PLAYER
16 MEG
AIL NOW

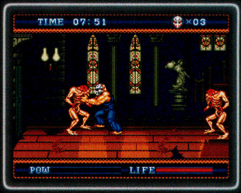


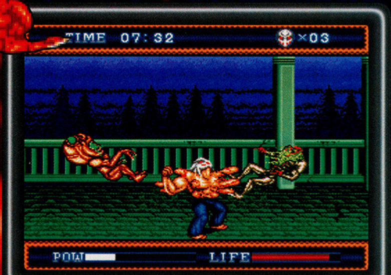
So, you think you're ready for Splatterhouse 3, huh? well, just ask yourself one question; "Do I have the stomach for it?". Well, DO YA PUNK?! Splatterhouse 3, the latest gorefest from Namco, is quite the zombie-killin' game. It follows the same premise as the first two Splatterhouses (Splatterhomes?) but with some major improvements. Once again, you're Rick, cursed to wear the evil hockey mask until you rescue your wife and child and put an end to the ultimate evil, who has kidnapped your son, David, as the key in releasing the power of the Dark Stone. As Rick, you are equipped with some gnarly muscles and some new street fightin' moves; including head butts and a rad round-house kick. Also new are the power-up icons, which allow you to transform into a much stronger and meaner Rick (the mask actually melds on to your face and neck), perfect for pounding the mulch out of maggot filled corpses. You can also take a lot more punishment without sustaining as much damage and only when powered-up can you shoot hard, fleshy projectiles out of your body (disgusting, but very effective)! The levels are longer and much more involved. You walk through each level of the mansion with each floor mapped out and dozens of rooms to choose from, while making your way to the boss (conveniently marked with an 'x'). Playability is excellent, the moves are easy to do and there is a wide variety of freshly skinned zombies, freaks and mutants to pummel to your heart's delight. These guys are easy to kill at first but, as the levels progress, their endurance increases. It takes many more punches to turn them into frothing puddles of green goo! They've also picked up a few tricks like; vomiting on you, sliding kicks and tongues that turn into face slashing hands! Be sure to watch out for the killer teddy bear (too cool). So, if you want a good game and you're into blood and guts, pick up Splatterhouse 3, but be warned, you may never look at skinless breast of chicken the same way again! - *Macs*

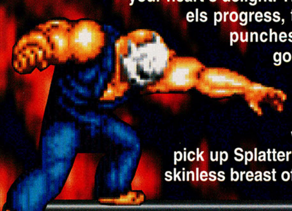


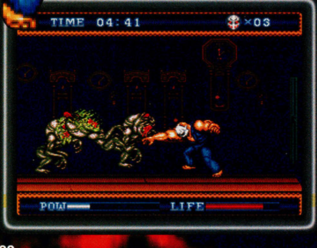


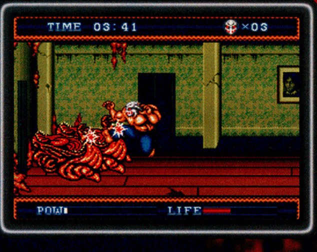


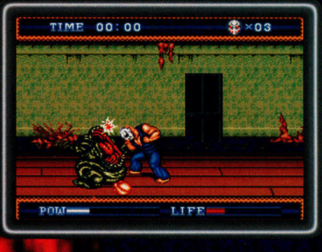


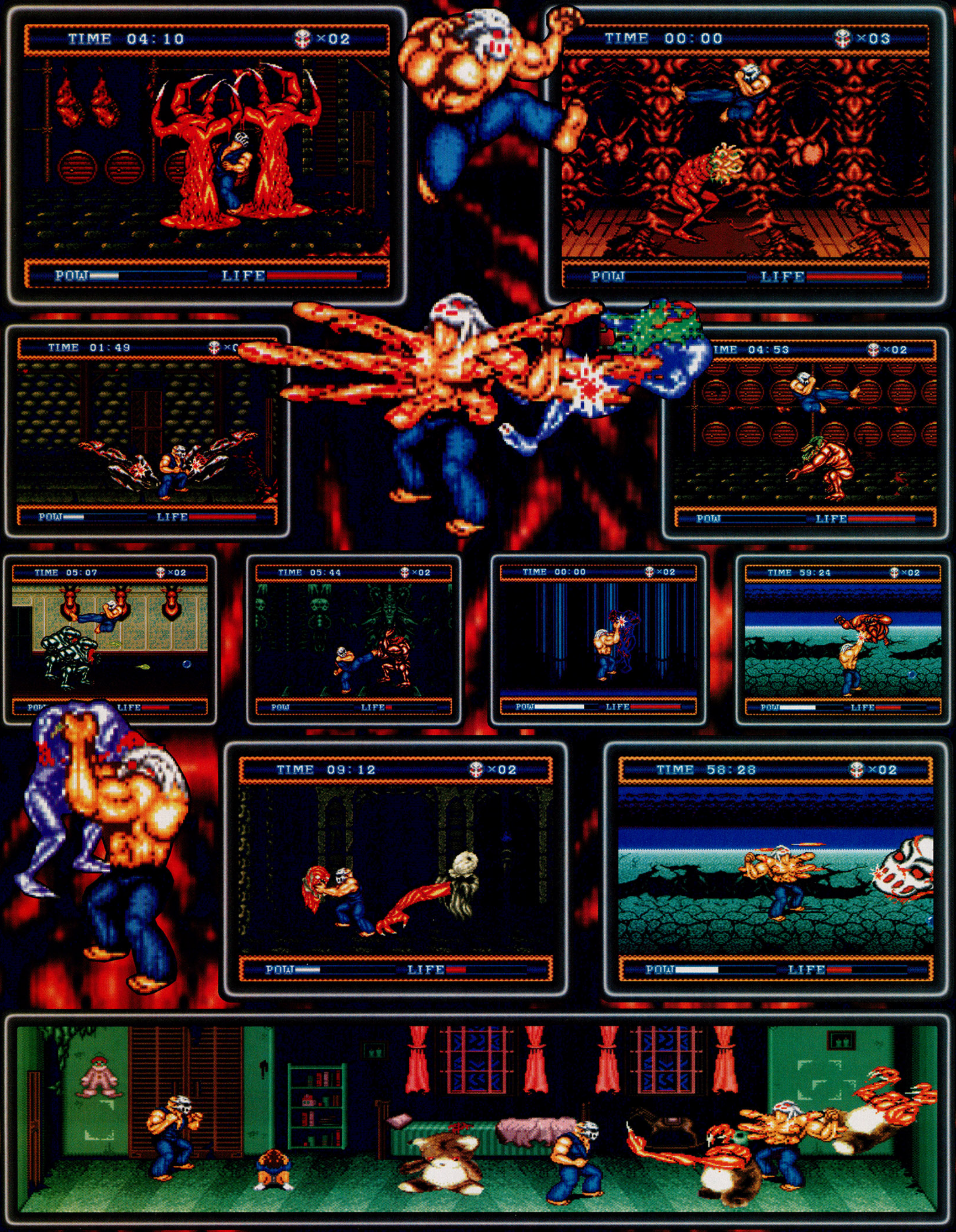








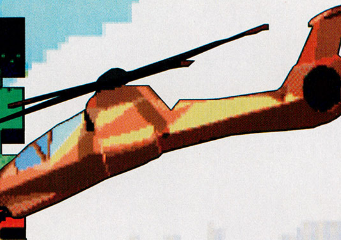


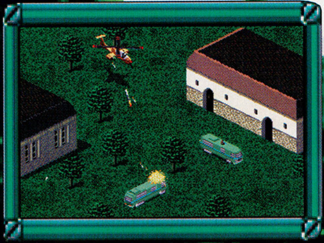


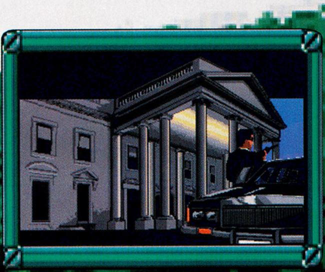
TIME 04:10 ×02
POW LIFE
TIME 00:00 ×03
POW LIFE
TIME 01:49
POW LIFE
TIME 04:53 ×02
POW LIFE
TIME 05:07 ×02
LIFE
TIME 05:44 ×02
POW LIFE
TIME 00:00 ×02
POW LIFE
TIME 59:24 ×02
POW LIFE
TIME 09:12 ×02
POW LIFE
TIME 58:28 ×02
POW LIFE

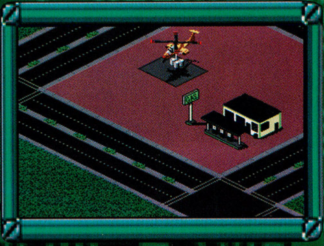
EA
STG./SIM.
1 PLAYER
16 MEG
AVAIL. NOW

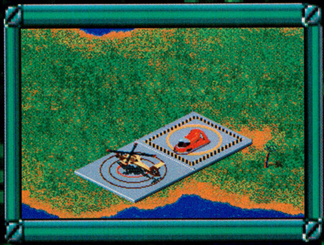
JUNGLE STRIKE

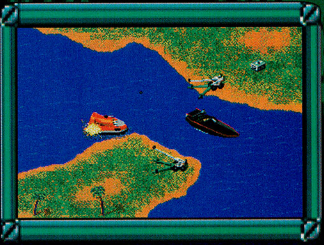


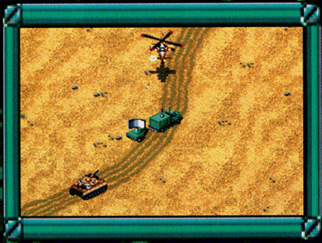




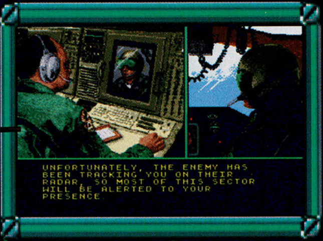




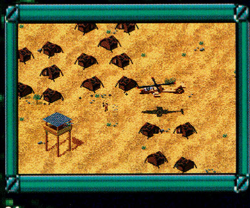


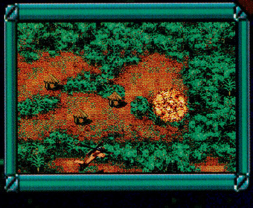


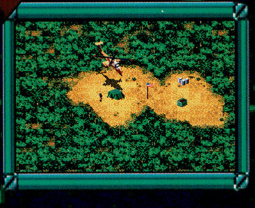
Your mission, if you should choose to accept it, is to successfully navigate your Apache helicopter through nine levels of Hell. It won't be easy, the enemy will throw everything it has at you; tanks, attack helicopters, subs you name it, they got it. With the help of your sidekick, you must rescue hostages, save the president and destroy the drug lord's labs. Jungle Strike, Electronic Arts' sequel to Desert strike, shows what 16 megs of power can do. What makes this game so fun and enjoyable is the excellent control and the high level of difficulty. The control is perfect, you can maneuver your chopper into tight and delicate situations, which is required

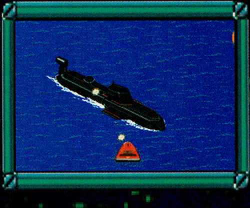


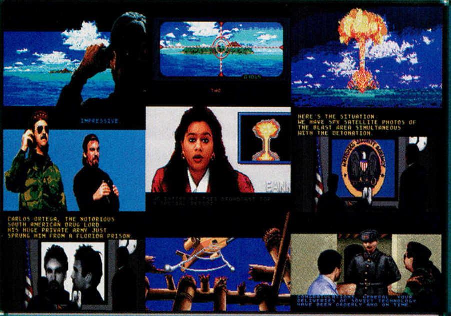
UNFORTUNATELY, THE ENEMY HAS BEEN TRACKING YOU ON THEIR RADAR, SO MOST OF THIS SECTOR WILL BE ALERTED TO YOUR PRESENCE.










TWO...

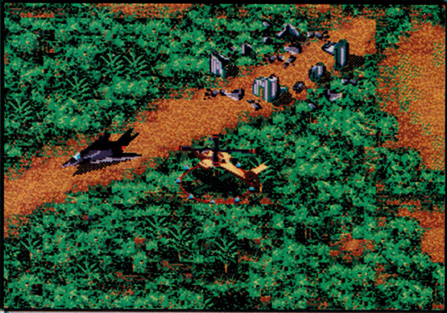
IMPRESSIVE.

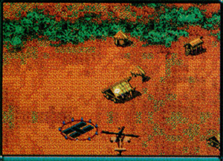
HERE'S THE SITUATION:
WE HAVE SPY SATELLITE PHOTOS OF
THE BLAST AREA SIMULTANEOUS
WITH THE DETONATION.

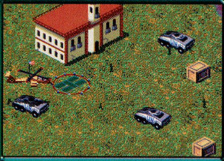
WE INTERRUPT THIS BROADCAST FOR
A SPECIAL REPORT

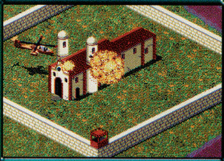
CARLOS ORTEGA, THE NOTORIOUS
SOUTH AMERICAN DRUG LORD.
HIS HUGE PRIVATE ARMY JUST
SPRUNG HIM FROM A FLORIDA PRISON.

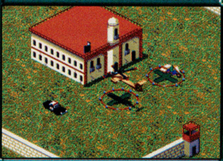
CONGRATULATIONS, GENERAL. YOUR
DELIVERIES OF SOVIET TECHNOLOGY
HAVE BEEN ORDERLY AND ON TIME.



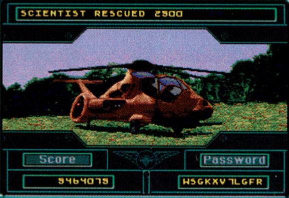






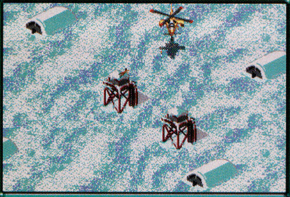


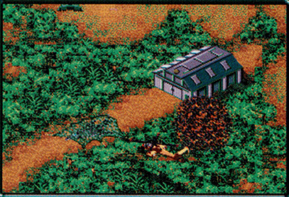
when rescuing hostages, and not receive any damage because your chopper didn't stop where you had intended it to . Each stage has an assortment of different missions, which creates some diversity and keeps you coming back for more. In addition, the sampled sounds are great, helping to give you the illusion of being right in the middle of the action. If you were a fan of the original title, then you will find much to like about the sequel. If not, you may still want to give Jungle Strike a look. 16 megs, coupled with tighter control and better graphics, make JS a great action/sim. that is a nice change from the typical shooter. Oh, by the way, these pages will self-destruct in 5 minutes...
- *Kid Fantastic*

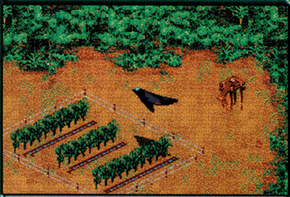

SCIENTIST RESCUED 2500

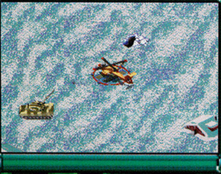
Score: 9464079

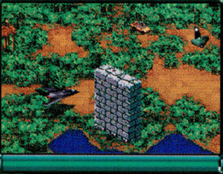
Password: HSGKXV7LGFR

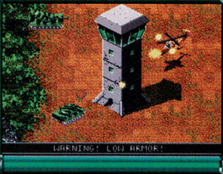


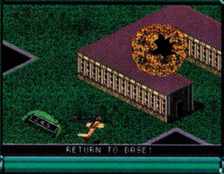


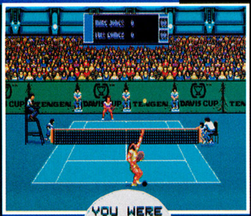


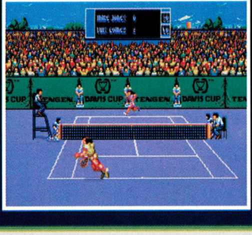





WARNING! LOW ARMOR!


RETURN TO BASE!


MIKE JONES
LUIS GOMEZ
TENGEN
DAVIS CUP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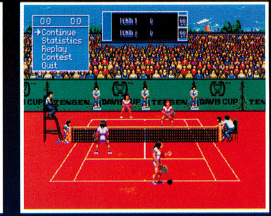
LUIS GOMEZ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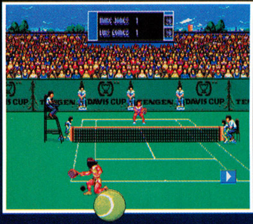
Statistics
Replay
Contest
Quit
TEAM 1
TEAM 2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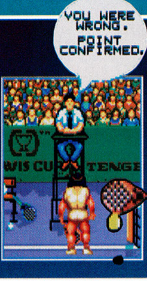

YOU WERE WRONG. POINT CONFIRMED.

DAVIS CUP *Tennis*

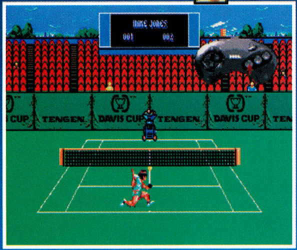
TENGEN
SPORTS
2 PLAYER
8 MEG
AVAIL NOW

Tennis games have come and gone with very little impact in the video game world. To most experienced players, it is very hard to think of electronic tennis as anything but an advanced version of Pong.

Thanks to Tengen and Loricel, this is no longer the case. Davis Cup Tennis Tour is to Tennis games what John Madden was to football. Any review of this game has to begin with player control. In Davis Cup, you have unprecedented control over shot selection during play, including; cut shots, top spin, overhead smashes, over spin and drop shots. In fact, Tengen is one of the first publishers to take advantage of the new Sega 6-button controller.

The game also features training and tournament modes and Davis Cup play against a series of international competitors. You can play on different surfaces and play split-screen 2 or 4 player. The options list in Davis Cup is long and detailed and the game is an absolute joy to play. In two player mode, Davis Cup almost becomes a fighting game in that you are hanging on every shot and punching and counter-punching as you serve and volley until your thumbs bleed. Graphically, the game features line scrolling that creates a real sense of depth and has cool cartoon characters that are extremely well animated. Additional features include; full match statistics, instant replay and arguing and overruling calls.

If you've been longing for a good game of tennis, the top-ranked player has just arrived. Davis Cup Tennis Tour blows all of its competition off the court and into the cheap seats. -Talko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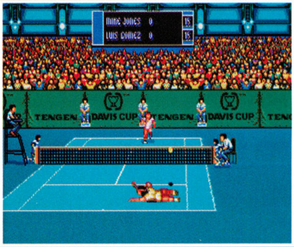
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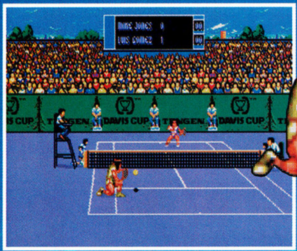
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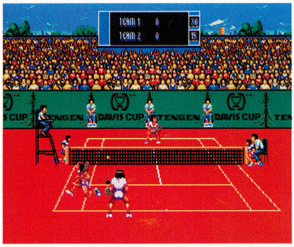
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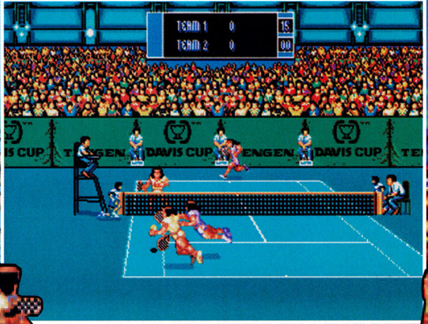
TEAM 2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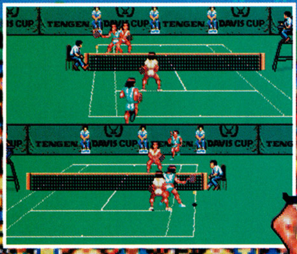
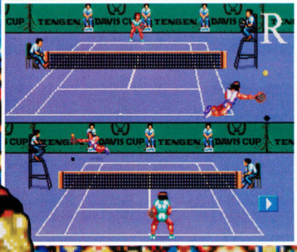
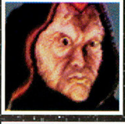
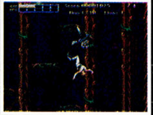
TEAM 2

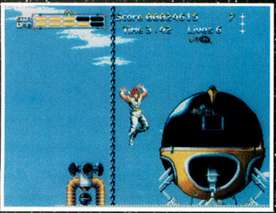








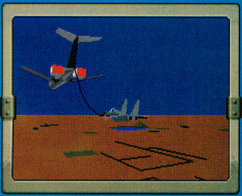
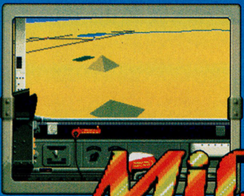
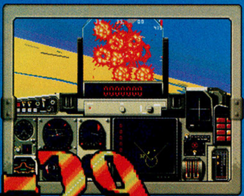
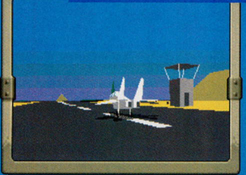
JOURNEY FROM DARKNESS
STRIDER RETURNS



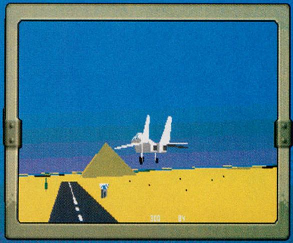
U.S. GOLD
ACTION
1 PLAYER
8 MEG
T.B.A.

One can never get enough of Strider, the once mighty arcade and Genesis smash hit, it's on every one's hit list, even today. I always thought that Capcom was saving a sequel for something big like the SNES CD or the Sega CD. But, here he is on the Sega Genesis courtesy of U.S. Gold, hot on the heels of the incredible Flashback. Will Strider, Return from Darkness, measure up to the original? Will U.S. Gold score with a huge one-two punch? It looks like the programmers are trying to stick to the original formula...so, maybe. We haven't actually gotten a chance to play it yet, so you'll have to stay tuned for a Game Fan spread in an upcoming issue, see you then!

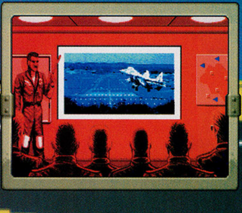
-E. Storm

MiG-29
FULCRUM

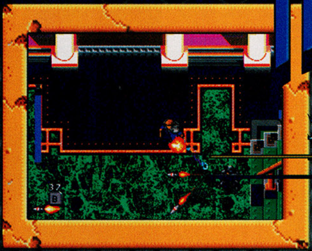


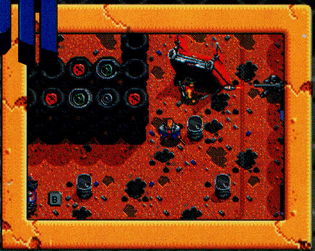
Tengen and Domark welcome you to the unfriendly skies in their new flight sim., Mig-29. For simulation freaks, this title is going to be a welcome addition to your gaming library. Although the frame rate is slow and the color and animation is a little rough, Mig-29 is loaded with options that even the most jaded air jockey can appreciate. Add to the package good sound effects and excellent motion video on the intro. and set-up screens and you have a well thought out package. If you're a fan of Steel Talons or LHX, then you will enjoy Mig-29. - *Talko*

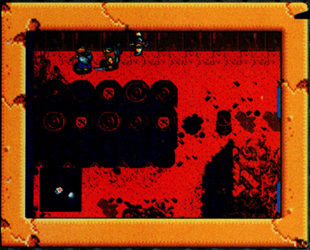


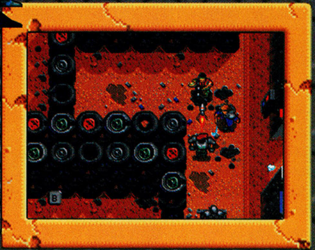
TENGEN
SIMULATION
1 PLAYER
8 MEG
AVAIL. JULY

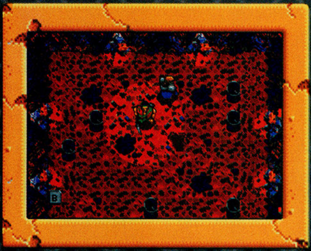
TECHNOCLASH

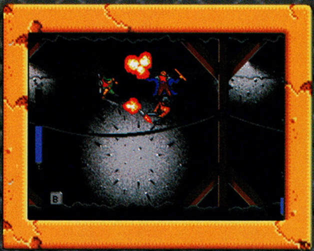






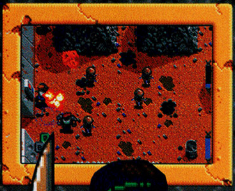


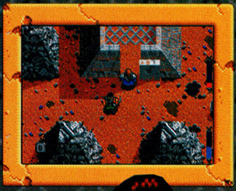


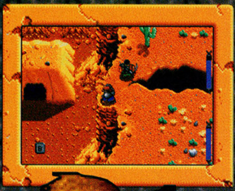


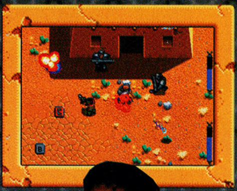
Once again, EA reminds us that they don't just make good sports games, With Technoclash, an overhead action adventure reminiscent of Arcus Odyssey, the one to beat in this genre. The 3/4 view and medieval characters are well represented here.

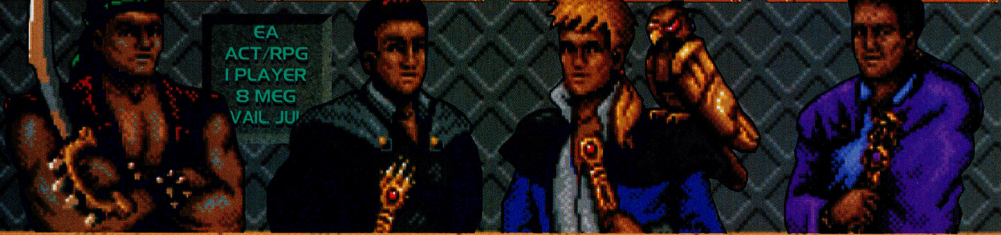
The story takes place in the future near Las Vegas. Your name is Ronan, a medieval wizard from ancient times. Along with 3 bodyguards, you follow a half human robotic creature into a one way time portal to destroy it. Your main character has nine optional weapons and can use magic spells such as heal, levitate and teleport. The game begins in a gambling parlor. Once you clear this area, you can choose a bodyguard to aid you in securing your junkyard port. the game contin-



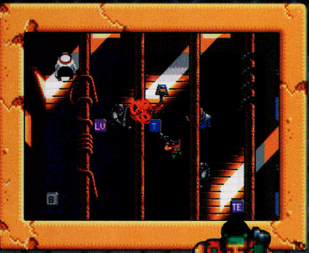


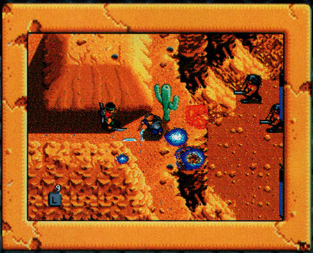


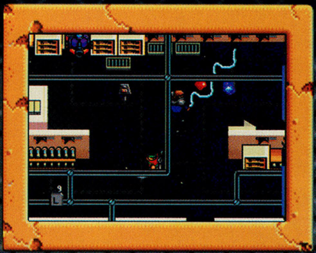


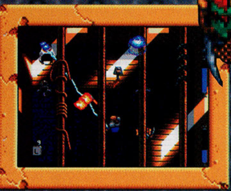


EA
ACT/RPG
1 PLAYER
8 MEG
VAIL JU

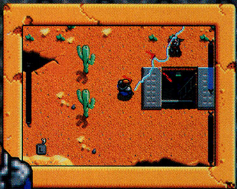


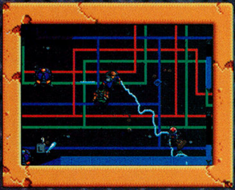


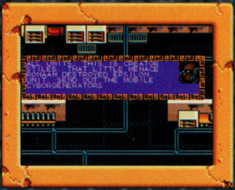




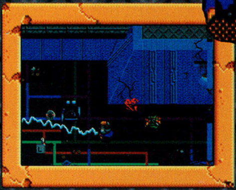
ues on through a desert, underground and ultimately the creature's realm. A password feature is thankfully included. My only complaint on our pre-release version was the music, which is less than spectacular. But, the graphics and control were good. As soon as we receive a completed version, we'll bring you a full review. Arcus Odyssey it's not, but fans of this genre should be pleased with Technoclash. *- E. Storm*

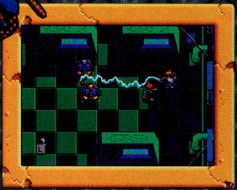


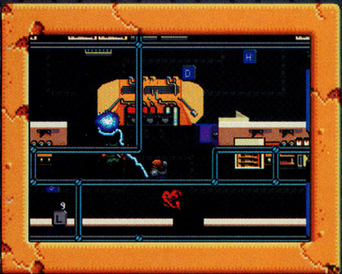


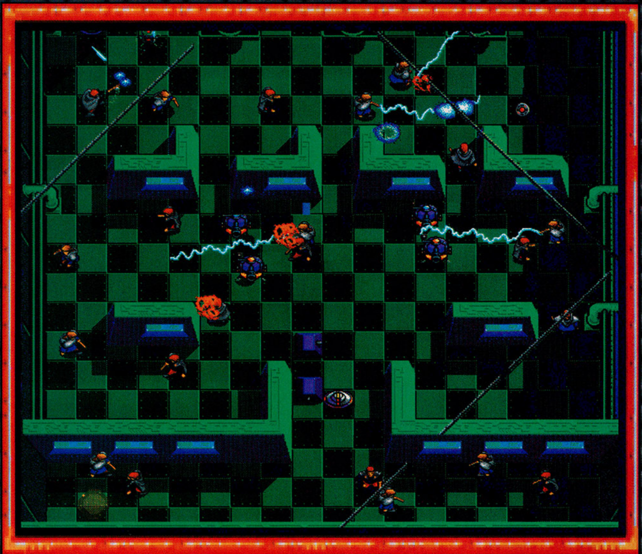


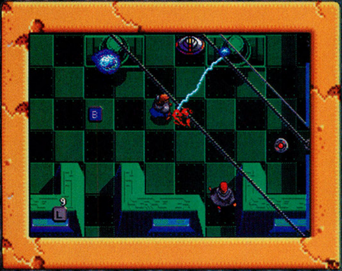
ALL UNITS, THIS IS CREATOR STILES. THAT LITTLE MENACE RONAAN DESTROYED EPSILON UNIT. SEND OUT THE MOBILE CYBORGENERATORS





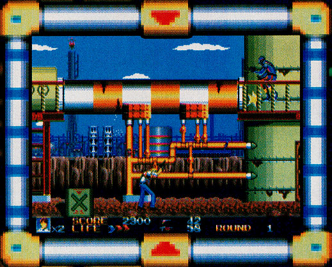






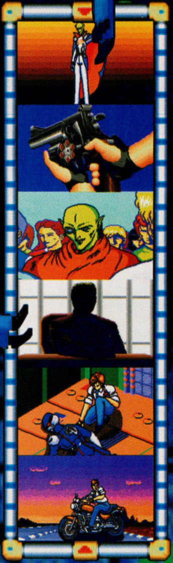
ROLLING THUNDER 3

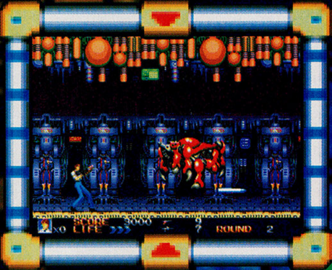
NAMCO
ACTION
1 PLAYER
12 MEG
AVAIL. JU

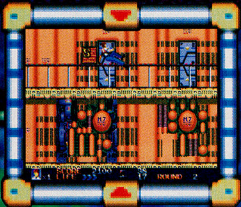

x2 SCORE 2300 LIFE 42 58 ROUND 1

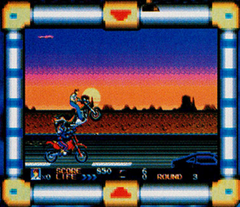
Namco is back with the sequel to one of my favorite games of 1992, Rolling Thunder 2, titled (expand your mind and imagine you are a marketing guy); Rolling Thunder 3. The new game has been expanded to 12 meg, although you're really hard pressed to find where the additional memory went.

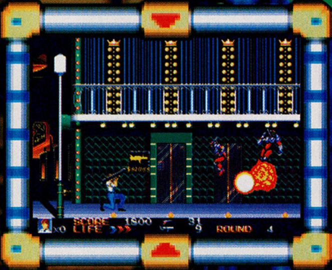
Don't get me wrong, RT3 is an excellent game that stands on its own merits as far as the quality of the game play, graphics and sound are concerned. The problem is that, since it's a sequel, it is inevitably compared to the earlier title, which was a masterpiece. RT3 doesn't give you the same story line and cohesiveness that was present in RT2. Unfortunately, the two player option is gone and that chill up the spine that

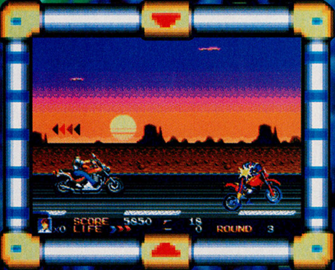



x0 SCORE 3000 LIFE ROUND 2




x0 SCORE 850 LIFE ROUND 3


x0 SCORE 1800 LIFE 31 9 ROUND 4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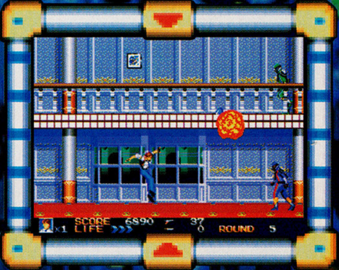
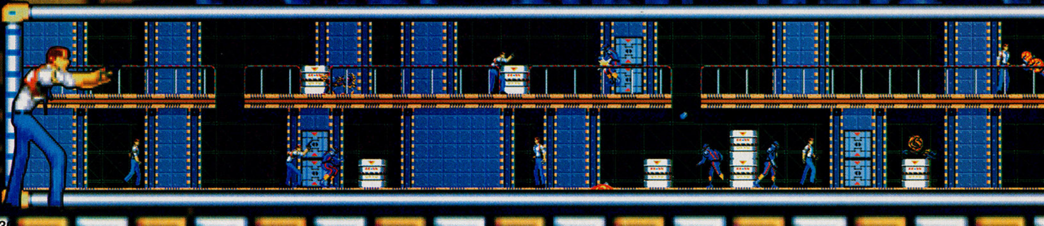
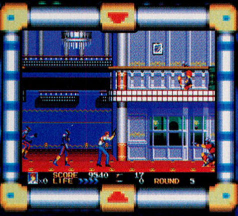

x1 SCORE 6890 LIFE 37 0 ROUND 5

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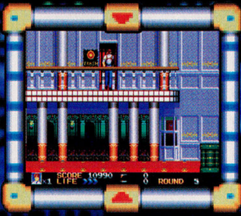
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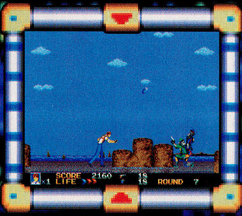
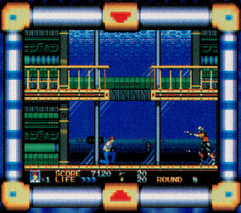
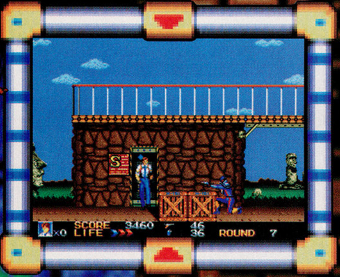
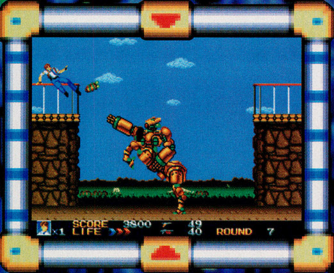

SCORE 2160 LIFE 18 18 ROUND 7

SCORE 0 LIFE 40 0 ROUND 6

you had while playing 2 is missing from 3. You can basically think of Rolling Thunder 3 as kind of a simplified RT2 with additional weaponry, great graphics and a good challenge. For players not familiar with the older title, this is going to be a fun, challenging game that you will really enjoy. For RT2 fans, it will be a slight disappointment because of the loss of 2 player and the lost sense of role playing but, if you can get past that, you will be rewarded with a straight ahead action shooter that is among the best available for the Genesis.
- Talko

SCORE 7820 LIFE 30 0 ROUND 6


SCORE 7120 LIFE 20 20 ROUND 8

SCORE 3400 LIFE 0 0 ROUND 9

SCORE 3460 LIFE 46 36 ROUND 7

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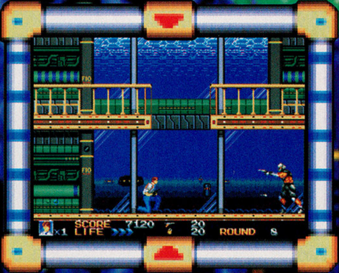
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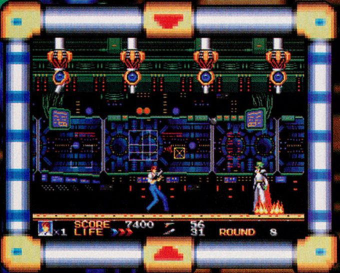
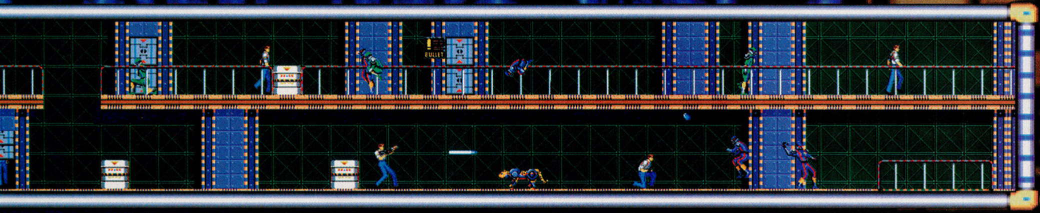
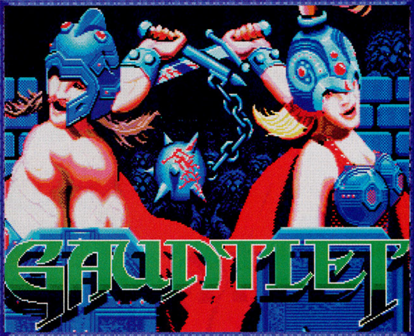
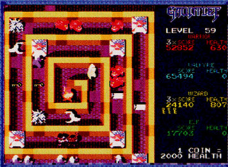
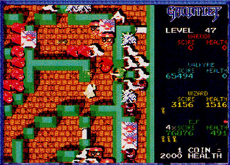
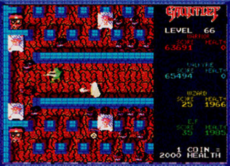

SCORE 7400 LIFE 56 31 ROUND 8


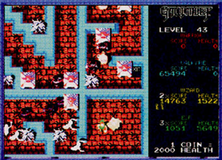


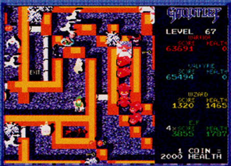
TENGEN
ADVENTURE
4 PLAYER
8 MEG
T.B.A.

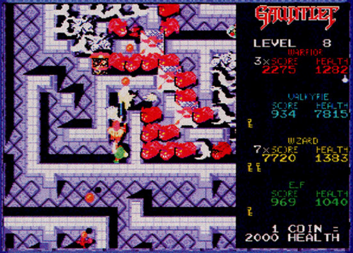

GAUNTLET
LEVEL 59
1 COIN = 2000 HEALTH

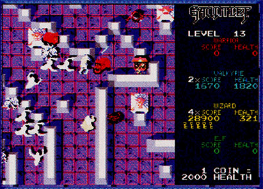

GAUNTLET
LEVEL 47
1 COIN = 2000 HEALTH

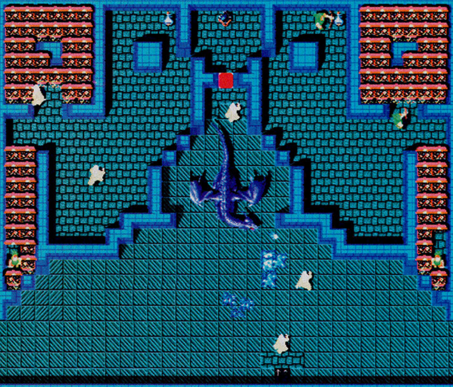

GAUNTLET
LEVEL 66
1 COIN = 2000 HEALTH

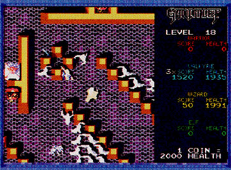

GAUNTLET
LEVEL 43
1 COIN = 2000 HEALTH


GAUNTLET
LEVEL 67
1 COIN = 2000 HEALTH


GAUNTLET
LEVEL 8
WARRIOR
3× SCORE 2275
HEALTH 1282
VALKYRIE
SCORE 934
HEALTH 7815
WIZARD
7× SCORE 7720
HEALTH 1383
ELF
SCORE 969
HEALTH 1040
1 COIN = 2000 HEALTH

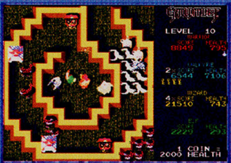

GAUNTLET
LEVEL 13
1 COIN = 2000 HEALTH

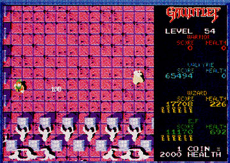



GAUNTLET
LEVEL 18
1 COIN = 2000 HEALTH

For years, Gauntlet has been a favorite of many gamers, but until now, it had never been released on a home format. Now, Tengen is about to bring you what could possibly be the most exact arcade translation ever for the Genesis, and if Sega approves the 4 player tap, you'll be able to use it right here.

This excellent version of Gauntlet features some of the best music ever heard on cartridge, as well as over 100 voice and sound FX samples. There is also one nice surprise; they've added a quest mode where you explore towers and even fight a boss. So, if you're a Gauntlet fan, this is your ultimate game. Look for a full review coming soon. Gauntlet is slated for a fall release. *- E. Storm*


GAUNTLET
LEVEL 10
1 COIN = 2000 HEALTH


GAUNTLET
LEVEL 54
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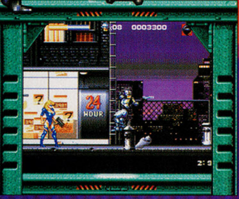
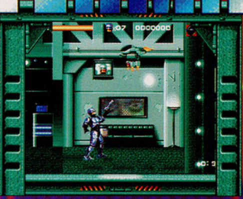
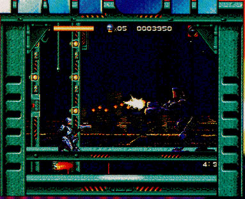
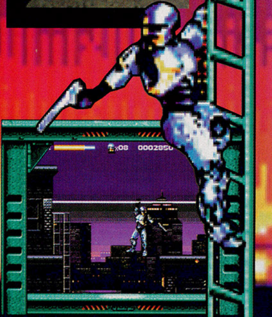
ROBOCOP VS THE TERMINATOR

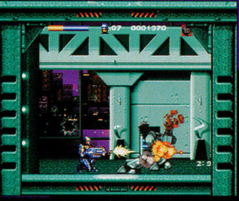
VIRGIN
ACTION
1 PLAYER
16 MEG
TBA

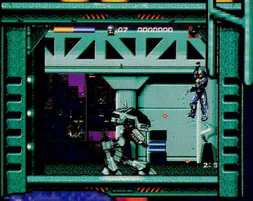


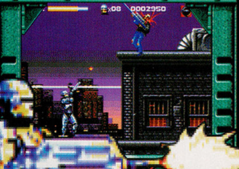






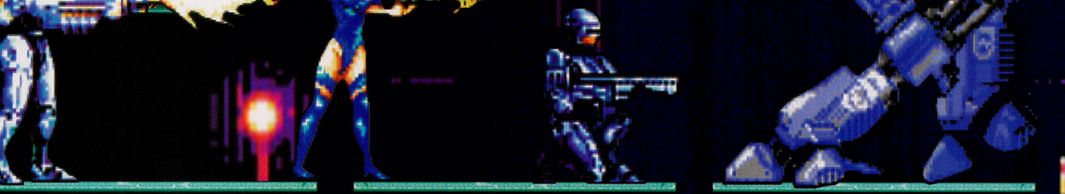


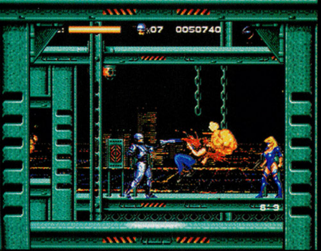


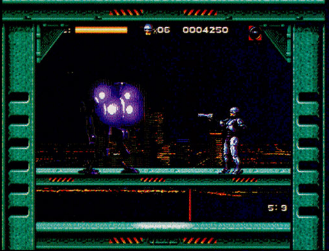


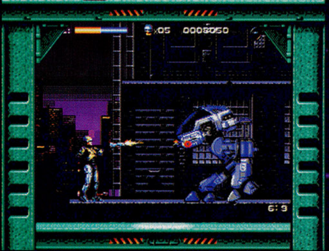
Here' s a 16 Meg dose of heavy action that's on its way to your Genesis this fall, Robocop vs. Terminator. Set up similar to the Aliens series, you must successfully carry out objectives as you blast your way through treacherous areas from both the Terminator and Robocop series. From the downtown streets of old Detroit, to deep in the dark corridors of Skynet, as Robocop(who is finally done justice in this title) You must successfully maneuver through huge vertical and horizontal levels, acquire the right weaponry, obtain your goal and ultimately defeat the boss.

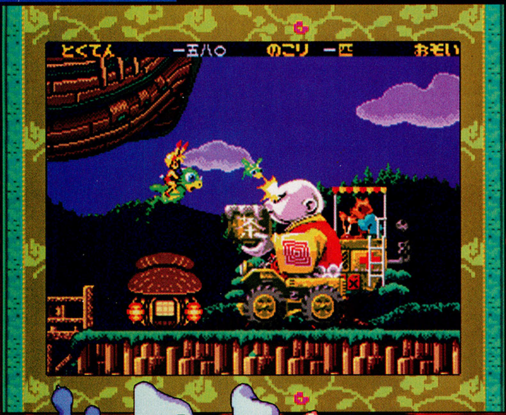
As we've come to expect from Virgin, the graphics and sound FX are excellent, even on this early version (some graphics could change) We'll bring you more on this one as the game develops, so until then, "Stay out of trouble" because "I'll be back." Sorry, I just had to say that.









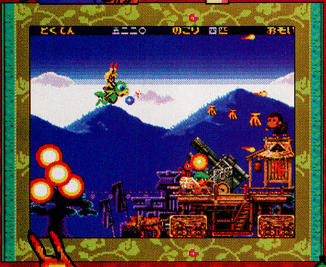


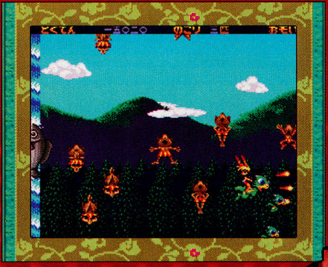
慶応遊撃隊
慶応遊撃隊
慶応遊撃隊

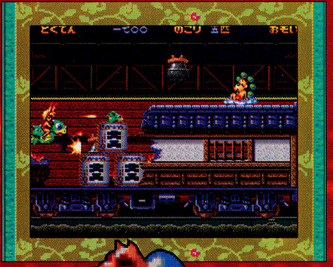
Victor is going to change the way you feel about shooters.

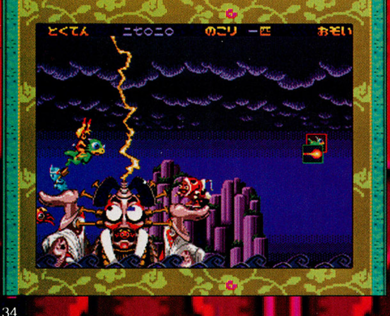
Here's a first look at Victor's big shooter for the Mega CD, Keio Flying Squadron. In a quest for a stolen key, Rami and her pet dragon find themselves in the middle of a fierce intercontinental battle that will take you to mysterious new lands never before imaginable. Victor has high hopes for this shooter and, after playing it, so do I. The graphics are crisp and colorful and the oncoming enemies are totally original and well animated. As you fly through each level, you are almost always accompanied by huge sprites and Rami is very well drawn and has seperate animations for forward and backward movements.

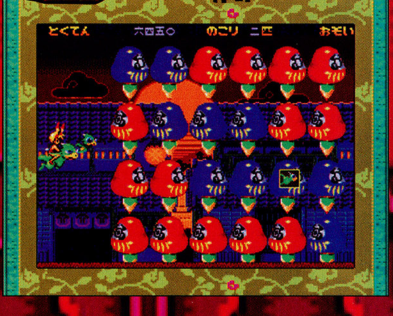
The music in KFS is very well done with a mixture of Japanese instruments and symphonic melodies. One of the other original qualities in KFS is the great boss characters, who are huge and often powered by cool little characters and are usually comprised of multiple pieces. each boss has a unique new look and feel as do the levels. Everything is here to let you know that you're playing a quality CD title. We'll bring you the second half of KFS, along with a full review, next month. Oh, in case you're wondering, Victor has no plans for a U.S. release. You know, there's this converter...



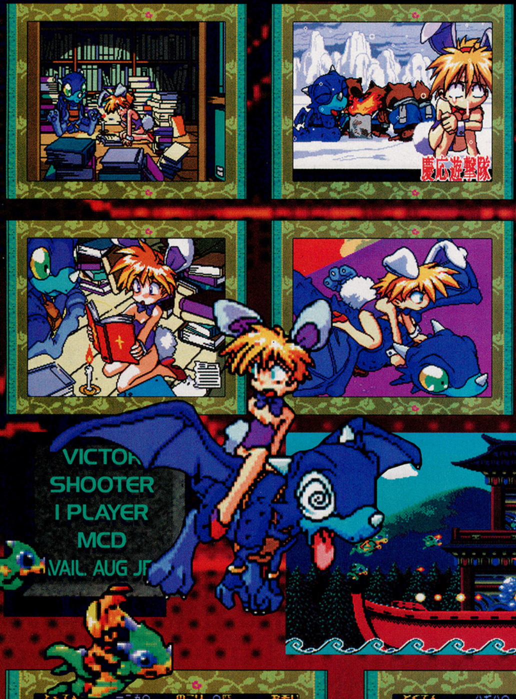




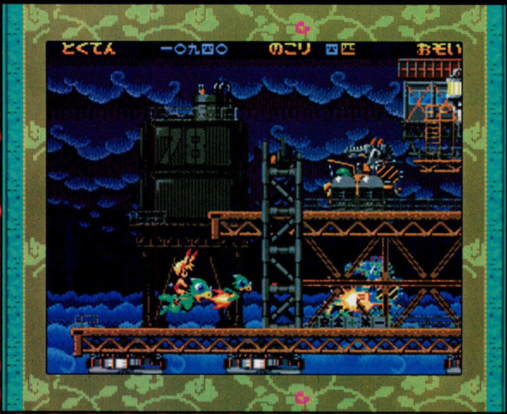




慶応
Keio Flying



VICTOR
SHOOTER
1 PLAYER
MCD
AVAIL. AUG JP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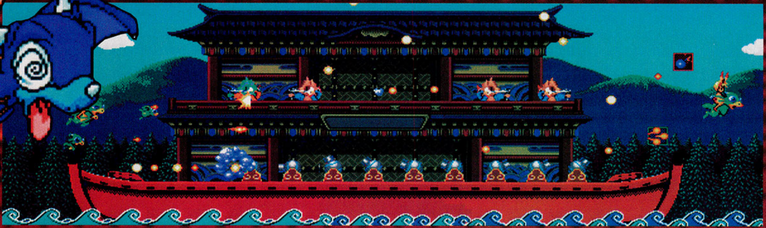

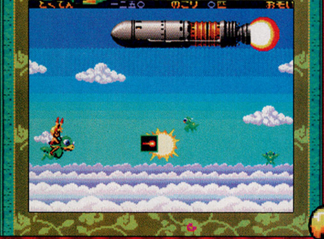
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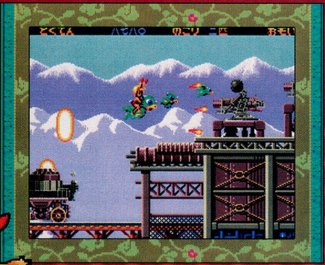
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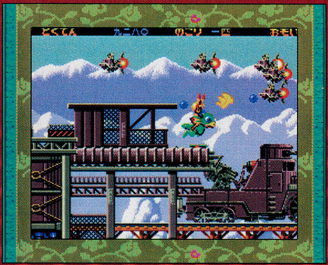
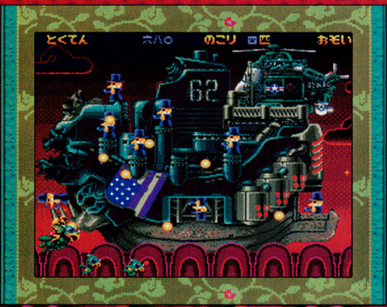


撃隊
Squadron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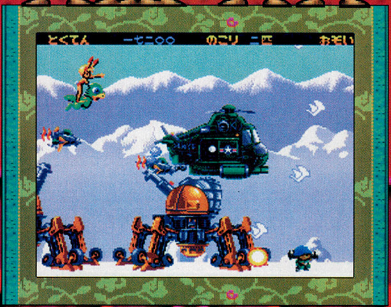
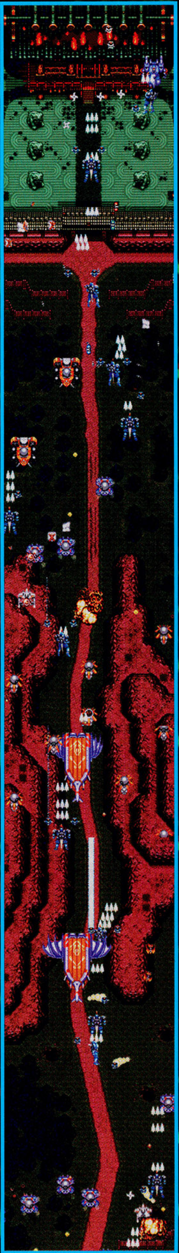
62

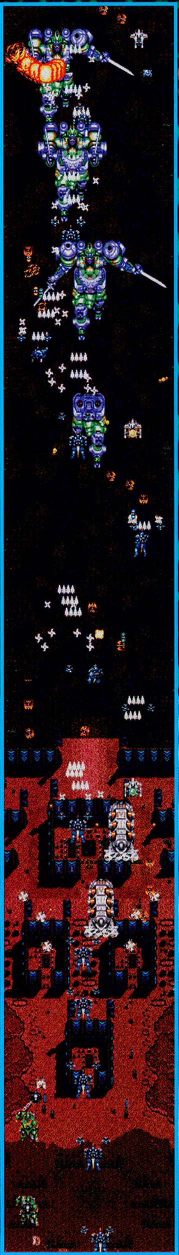

とくてん のこり おもい

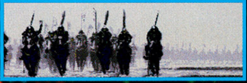
CYBER ALESTE

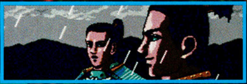


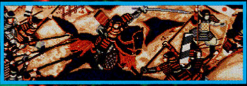
TENGEN
SHOOTER
1 PLAYER
CD
AVAIL. JULY

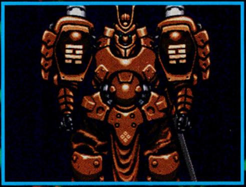
To choose a game to port over from the Mega CD, one must have wisdom and Confucius say, Tengen make an excellent choice. Yes, the highly acclaimed MCD shooter previously known as "Nobunaga and His Ninja Force" is paddling its way to American shores as Cyber Aleste. We had the pleasure of bringing you this one before, but that was prior to us obtaining our new equipment, which allows us to bring you optimum resolution and seamless maps and sequentials. Now that Tengen is bringing it to the Sega CD, we'll bring you an awesome new spread next issue as well as this preview. Cyber Aleste was originally programmed by Compile, one of Japan's foremost shooting game producers, and features some awesome techno tunes along with hardware scaling on some of the bosses and long, fun-to-play levels. It definitely goes way beyond the run of the mill shooter, with realistic sound effects, animated intermission screens and diversity seldom found in today's shooters. You know, I can remember when there were too many shooters, and now there's not enough, not on CD at least. So Cyber Aleste's right on schedule. Oh, I almost forgot, Compile has already started on the sequel, so if you like this one, you can start looking forward to part 2! We'll give you more on Cyber Aleste next month.
-E. Storm

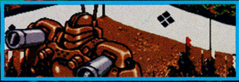


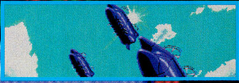


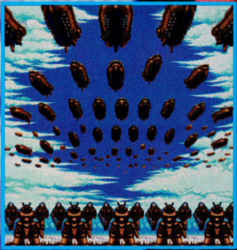


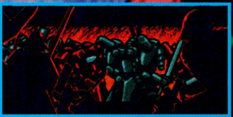


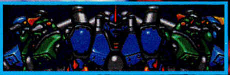


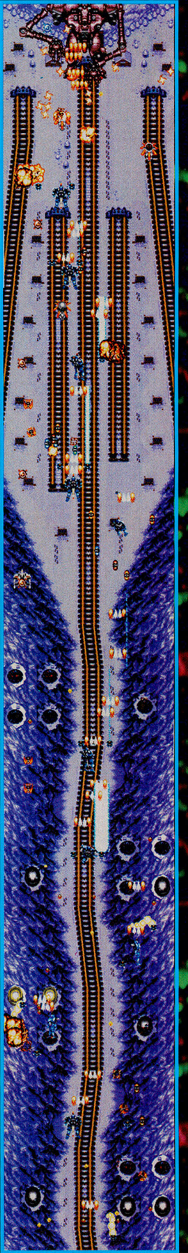












0000200
REA
03

GET READY FOR THE RIDE OF YOUR LIFE

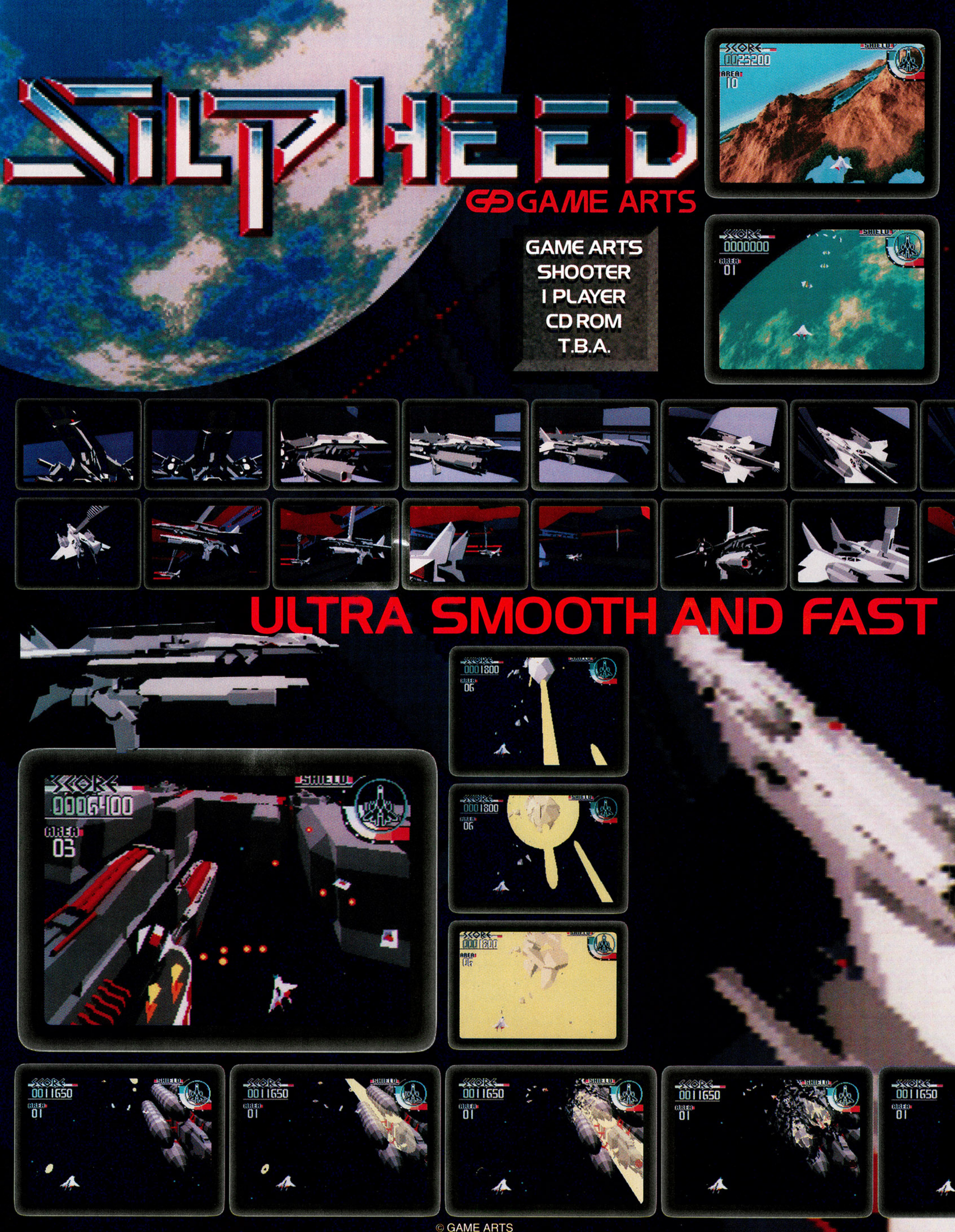
0000400
REA
01
0003100
REA
02
0008900
REA
03

SILPHEED

GAME ARTS

GAME ARTS
SHOOTER
1 PLAYER
CD ROM
T.B.A.

ULTRA SMOOTH AND FAST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SHIELD
AREA
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0000000
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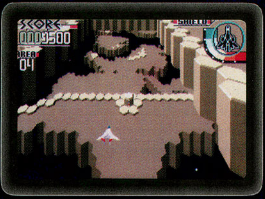
© GAME ARTS


SCORE
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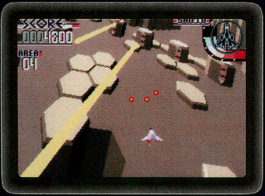
SHIELD
AREA
04

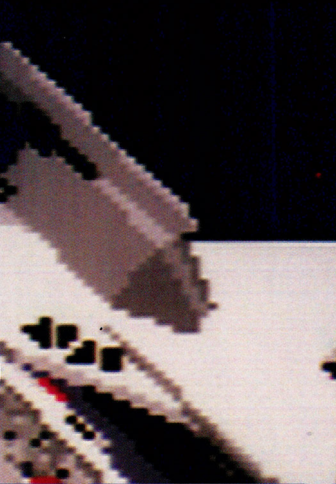

SCORE
0004800
SHIELD
AREA
04

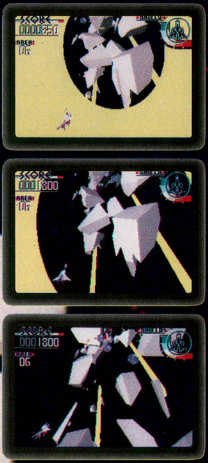
Welcome to an exclusive look at the best 16-Bit shooter ever created, Silpheed by Game Arts. In fact if this game appeared in the arcades, people would stand in line to play it. It's that good. Last January, when an early version was shown for the first time at Winter CES, many people were skeptical and thought the game must be a full motion background with a shooter plastered over it. They could find no other way to explain Slipheed since nothing currently in development can even come close to it's splendor. Well, I have news for them, the huge polygons that you see are in the game. You fly to them, in them and through them and they shoot back! The way this game moves is absolutely amazing. Your ship in Slipheed, Sa-77 can move both left and right and into and up close to the screen, zooming very smoothly. Your basic equipment is the pulse laser, and your bottom firearm is equipped with the neutron beam cannon, the photon missile launcher or gravitron bombs.

The enemy characters are equally impressive polygon crafts that often animate as they open up to attack you. Actually, everything about Slipheed is amazing, it's unlike anything you've seen before. It's the first true testament to the Sega-CD 's hardware when manipulated correctly.

We'll be bringing you more and more on this incredible title throughout the next few issues right up to it's release by S.O.A./Game Arts here in the states. So until then keep these pages open on your nightstand and have pleasant dreams.

SCALING AND ROTATION




SCORE
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AREA
06
SCORE
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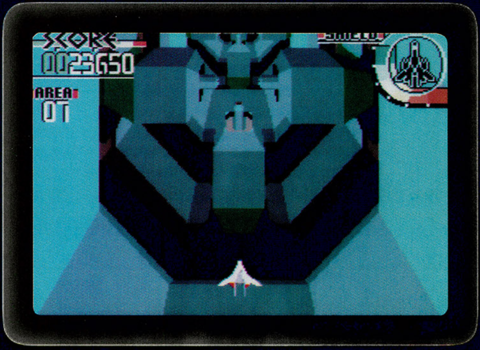
SHIELD
AREA
06
SCORE
0001800
SHIELD
AREA
06


SCORE
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AREA
07

SCORE
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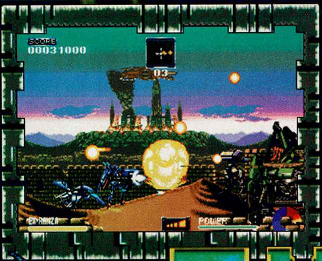
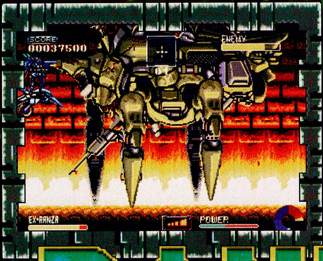
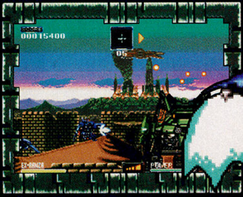
SHIELD
AREA
01

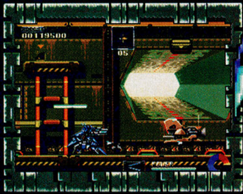


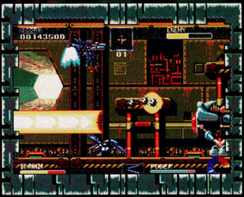


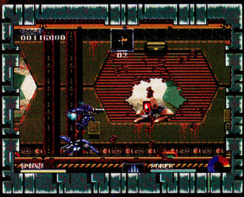
EX-RANZA

GAU
ACTION
1 PLAYER
8 MEG
TBA







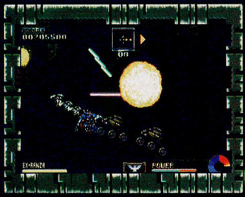


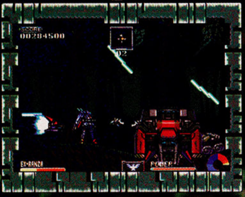
You're about to find out things about your Genesis that you never knew before, that is .... if you feed it an Ex-Ranza cartridge.

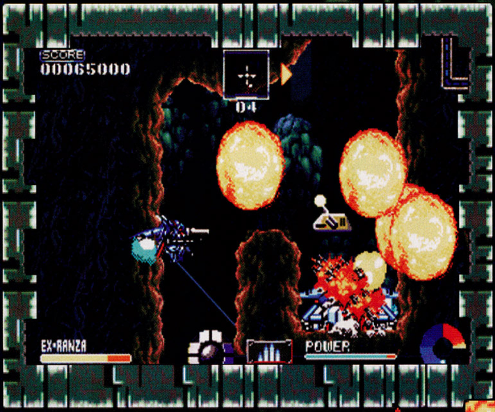
As you know, we've stayed with this title for some time, ever since Kei returned from a trip to Japan raving about it.

Here is part one of our coverage on what is one of the best cartridge games that Sega has ever presented.

Ex Ranza is one of those rare games where perfect control and intricate play mechanics force the advanced player to play smart, moving strategically through the levels, and will teach novice gamers what a video game should play like. It's not about walking straight ahead wiping out everything in your path. It 's about knowing your enemies attack methods and your Ex-Ranza robot and his vehicle



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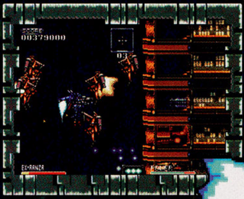
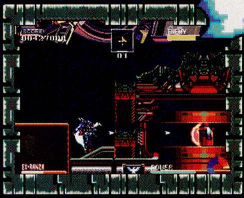
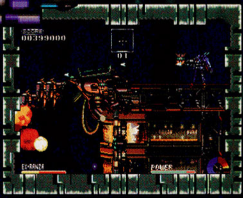
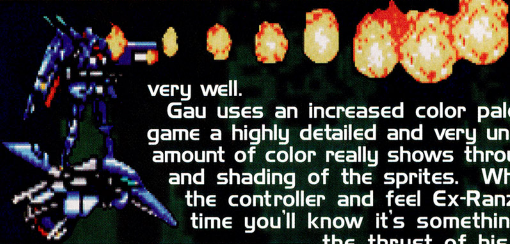
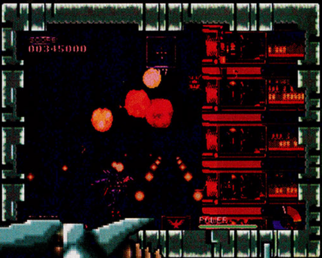
EX-RANZA
POWER





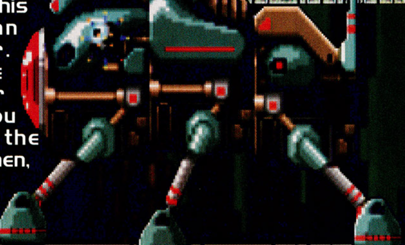


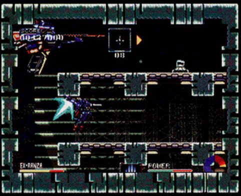


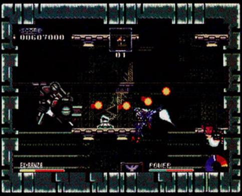


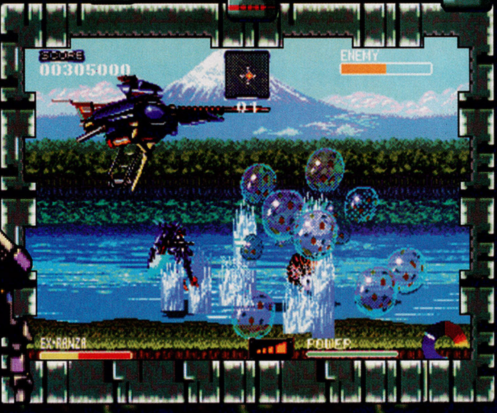
very well.

Gau uses an increased color palette to give the game a highly detailed and very unique look. The amount of color really shows through in the detail and shading of the sprites. When you pick up the controller and feel Ex-Ranza for the first time you'll know it's something special, from the thrust of his flame dancing off the dirt to the incredible Ex-up vehicle he morphs with, this is a great game with an incredible new character. Most likely S.O.A. will have Ex-Ranza at the Summer CES. If so, we'll bring you more in accordance with the U.S. release date. So until then, just remember you're Sega Genesis is full of surprises.





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EX-RANZA
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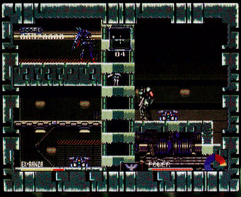
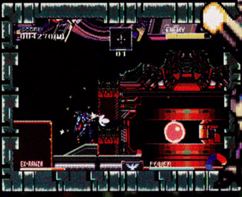
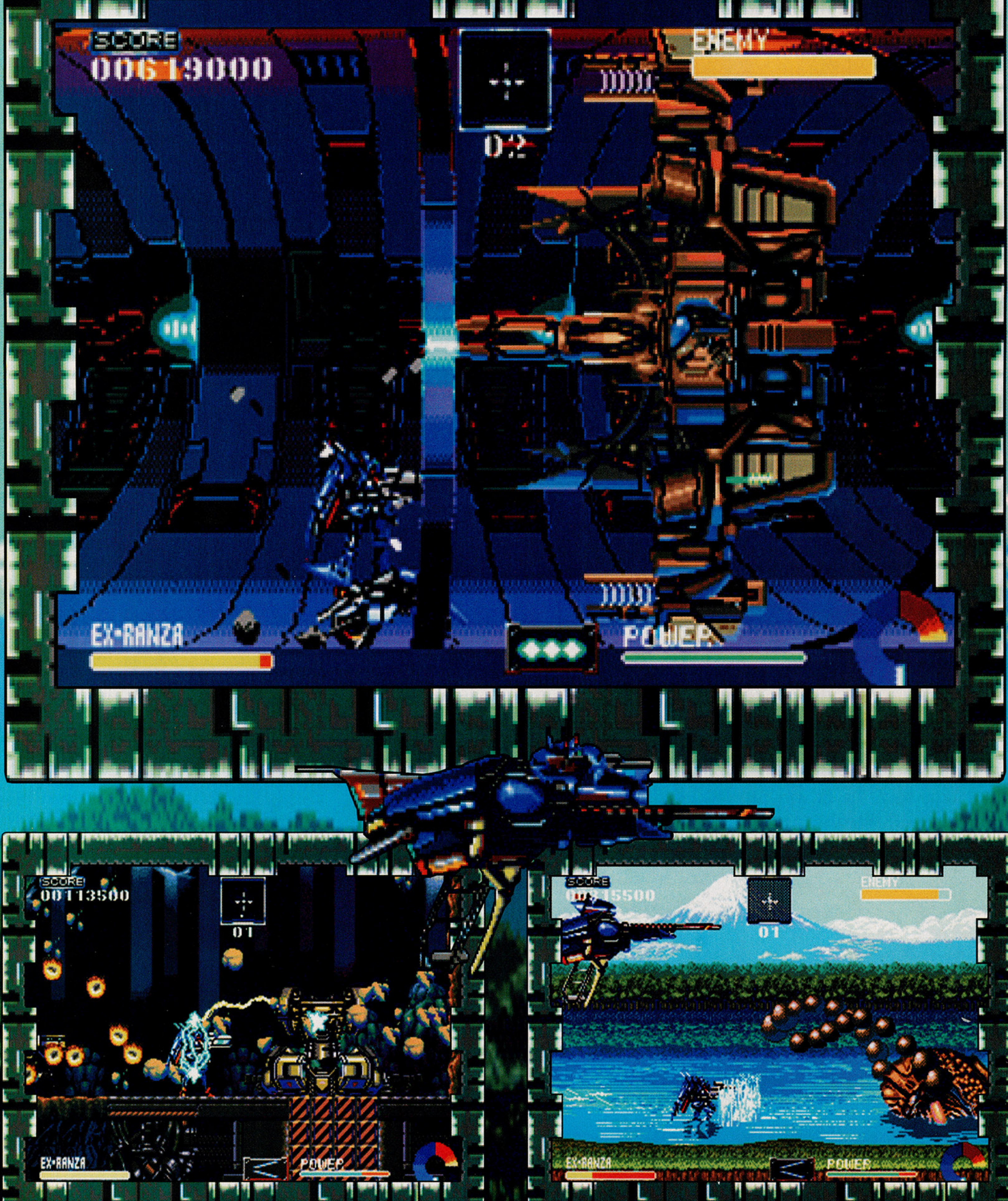




INCREDIBLE LINE SCROLLS!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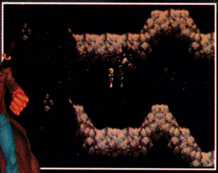
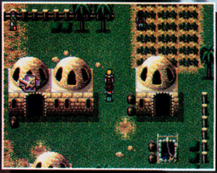
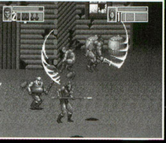
SEGA

PREVIEWS

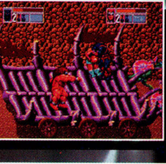
- by E. Storm

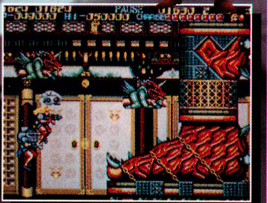


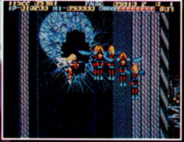




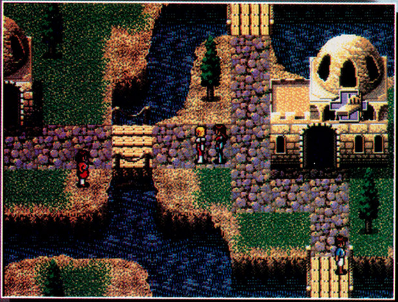
We'll be looking for Golden Axe III at the up coming CES. If it's there than it's coming soon from SOA because this one's 100% complete!



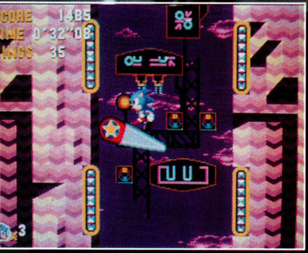


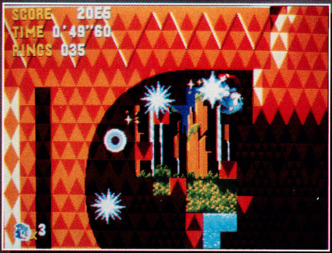


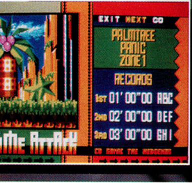
Remember the sleeper hit from Vic Tokai Trouble Shooter? If not, don't miss the sequel. It looks great. TS 2 should make it over here by fall.



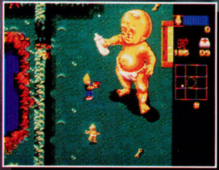
Here's some new shots of the RPG that everyone is waiting for Phantasy Star IV. We'll keep bringing you new shots and information right up to it's Dec. release.

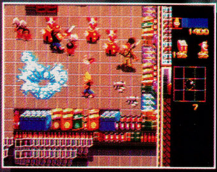




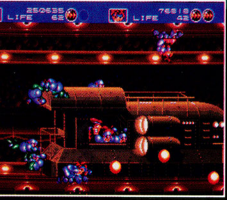


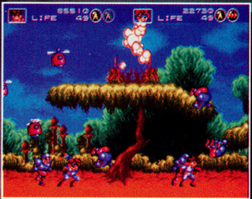
Sonic CD is back in action! We recieved these new photo's just recently, along with the announcement that it will be at the Tokyo Toy show this June. There is still no official release date, but hopefully, one will be announced at the show. Kei will have a full report on the Tokyo Toy show next month.

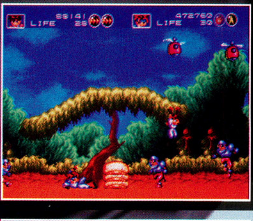


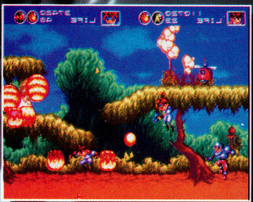


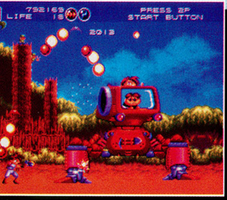
One of the funnest games so far this year is deinitely Konami's Zombies Ate My Neighbors which is thankfully making it's way to the Genesis in Aug. Don't miss it, this game is a total gas!

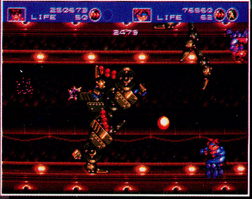


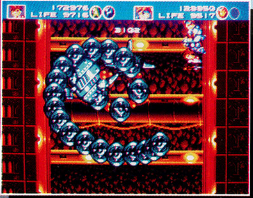












After seeing Gunstar Heroes in action I can almost certainly guarantee that it is the best Sega cart to date. Hopefully SOA will be picking this title up and we'll see it at the up coming CES. If so, expect major coverage very soon.

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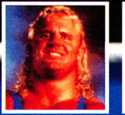
RIC FLAIR™

THE UNDERTAKER™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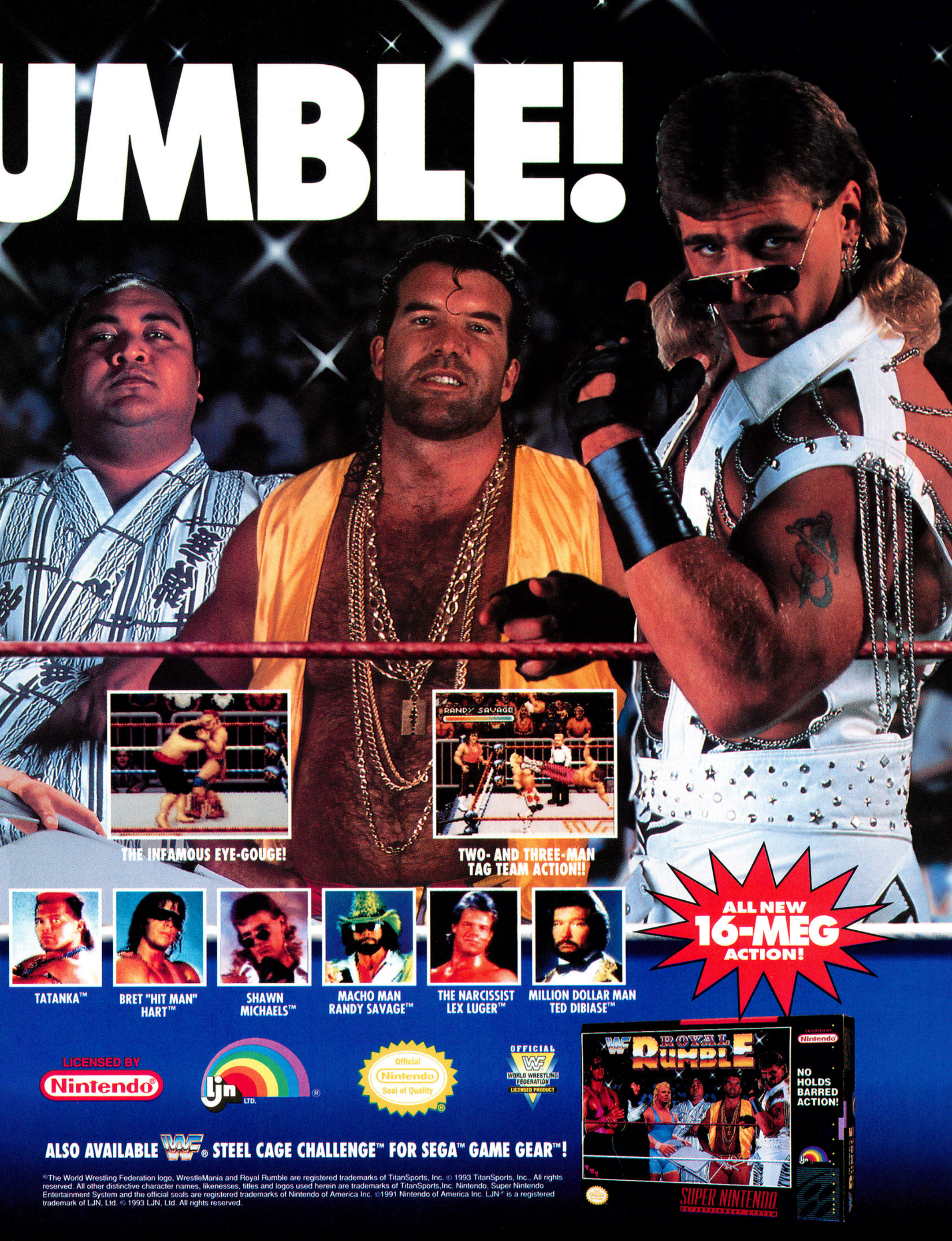
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RANDY SAVAGE
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BRET "HIT MAN" HART™
SHAWN MICHAELS™
MACHO MAN RANDY SAVAGE™
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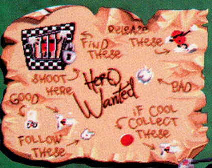
PLANET SNES

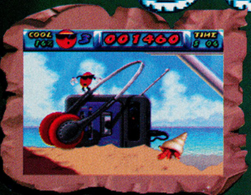
SUPER NES REVIEW

SPOT



Release These
Find These
Hero Wanted
Shoot Here
Good
Bad
If Cool Collect These
Follow These

VIRGIN
ACTION
1 PLAYER
8 MEG
AVAIL. NOW



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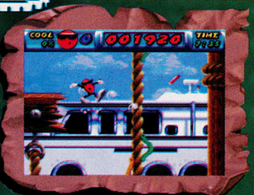

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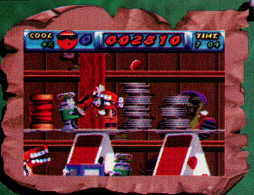

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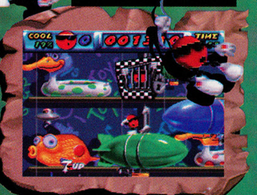

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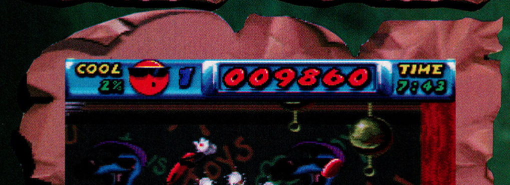

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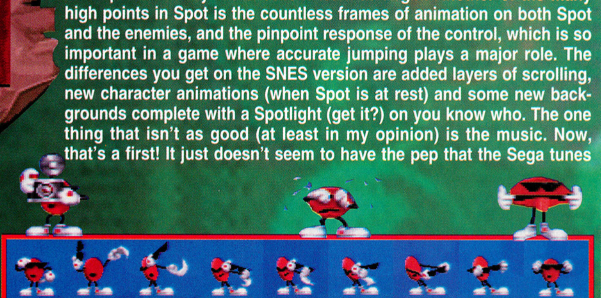
Looks familiar, doesn't it? Here he is! Fresh off the Genesis, and still loaded with carbonation, here comes Spot for the SNES. Now, everyone can enjoy one of the most creative action/platform games in recent memory. If you're not already familiar with the game, here's the deal. Spot (of 7Up fame) is a horizontal and vertical quest where you must first grab enough spots to become cool (I hope your jumping skills are intact) and then find the cage at levels end, which holds one of your buddies captive. What makes this so fun are the amazing backgrounds you get to play on such as piers (complete with snapping crabs), and nasty fish heads and rooms full of toys like Lost in Space robots and clattering teeth. Of course, everything is drawn and animated to perfection by the excellent team at Virgin. Another of the many high points in Spot is the countless frames of animation on both Spot and the enemies, and the pinpoint response of the control, which is so important in a game where accurate jumping plays a major role. The differences you get on the SNES version are added layers of scrolling, new character animations (when Spot is at rest) and some new backgrounds complete with a Spotlight (get it?) on you know who. The one thing that isn't as good (at least in my opinion) is the music. Now, that's a first! It just doesn't seem to have the pep that the Sega tunes



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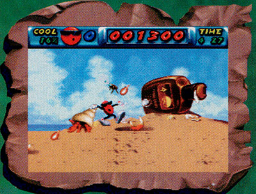
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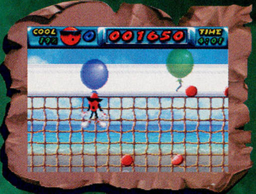
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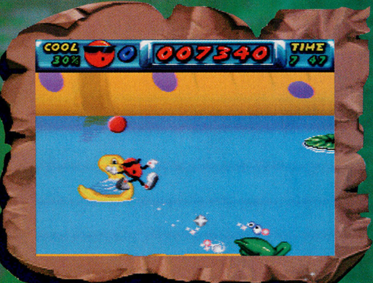
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have. Of course, in that category, opinions will undoubtedly vary, the music is still great.

The SNES version and the upcoming Sega CD version of Spot will close the book on a great new game, covering 3 major 16 bit formats. Sequel? I hope so and so will you as soon as you experience Spot for yourself. we'll review Spot for SNES next month.

- E. Storm

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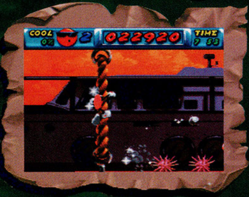
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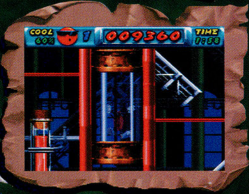
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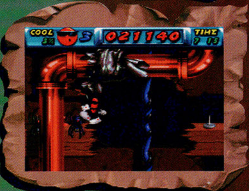
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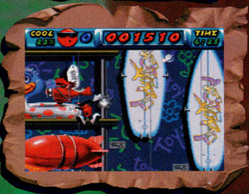
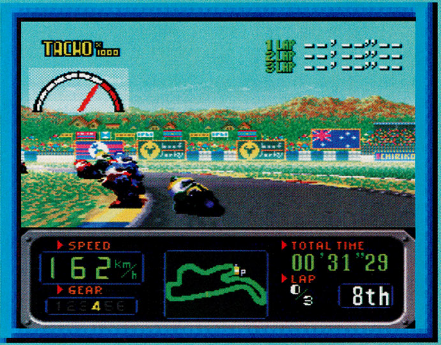
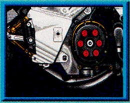
023130
TIME


COOL
001510
TIME

COOL
014440
TIME

TACHO
SPEED
270
GEAR
TOTAL TIME
02'15"52
LAP
11th

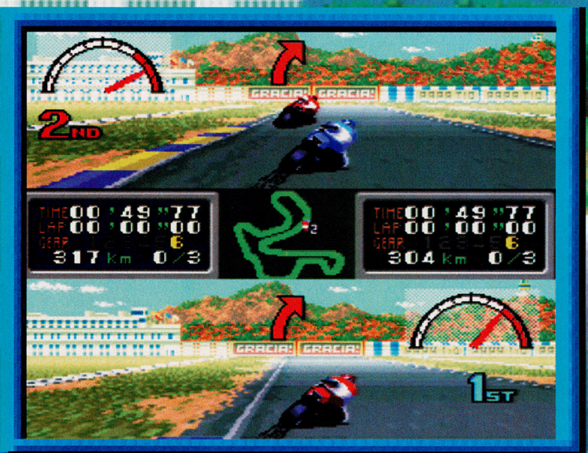

TACHO ×1000
1LAP
2LAP
3LAP
SPEED
162 km/h
GEAR
123456
TOTAL TIME
00'31"29
LAP
0/3
8th

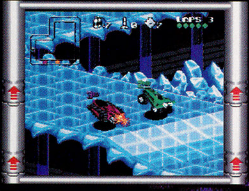


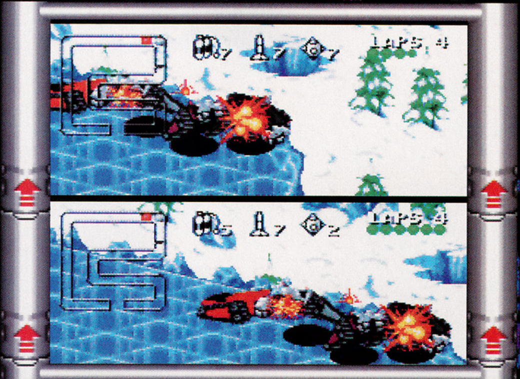
Ever since the Super Famicom graced the shores of Japan, I've been waiting for a behind the bike racing game similar to Super Hang-On. I've been waiting a long time! Now, the first one is here and I'm glad to say that it is not a bad start, the absence of hills (Mode 7 issue) is my only beef. Other quirks are, I'm sure, attributed to the fact that our review copy was an early burn. GP1 offers the rider 3 play choices; a GP race mode, vs. player and free practice, where you can master 1 of 6 machines, all with different powerbands and gear ratios on any of the 13 courses. Now, let's race. Getting the holeshot is a bit tricky, but I highly recommend getting it wired because, once you fall back, you must maneuver through the entire pack, since they almost all hang together on the best line, making it tricky to pass without tangling bars. The control is excellent and very realistic and gets very noticeably better as you earn prize money and upgrade your machine. A 2 player GP mode would be nice but, still, this looks to be an able first entry into the SNES road race circuit. Look for a full review coming soon. *-E. Storm*

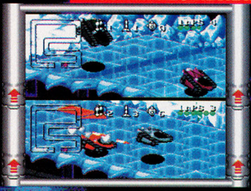
GP-1

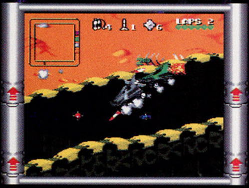
ATLUS
RACING
2 PLAYER
8 MEG
AVAIL T.B.A.

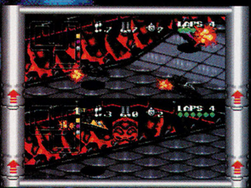

2ND
GRACIA!
TIME 00'49"77
LAP 00'00"00
GEAR 123456
317 km 0/3
TIME 00'49"77
LAP 00'00"00
GEAR 123456
304 km 0/3
1ST

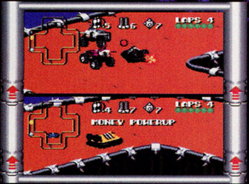


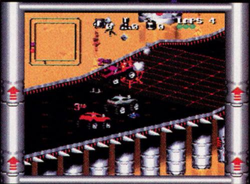


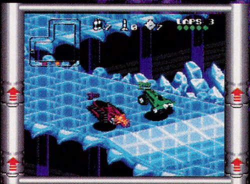


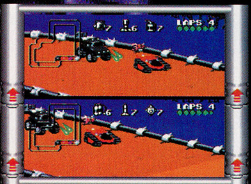








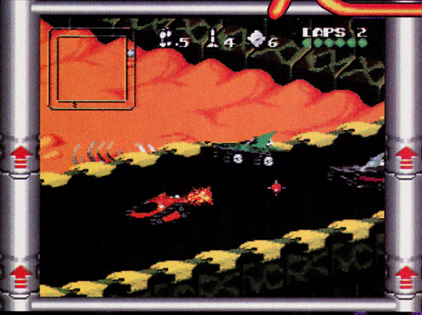




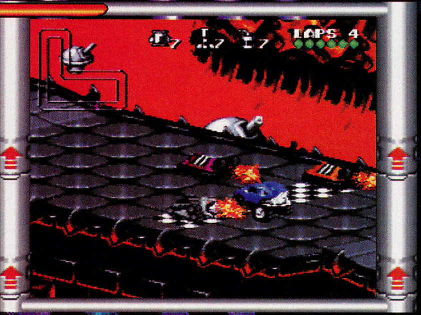
Rock & Roll Racing

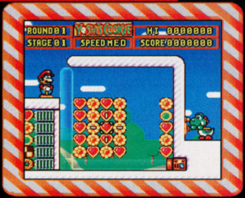
SNAKE IS ABOUT TO BLOW!...the sniveling wimp, a few years ago, when he was but a pup on the circuit, Snake would have seen that retro-rocket coming his way. But now, this is my turf and he and the other would-be challengers are but a nuisance that I squash like the insects that they are. This is Rock & Roll Racing and only destruction and total carnage await those that dare to tear up the Tarmac with Talko! At Winter CES, I had the pleasure of seeing this game for the first time. R&R was not one of those games that we knew a whole lot about going into the show but, after playing it, Interplay had me; hook, line and sinker. As you know, I looove racing games and Rock & Roll is the best I've played. This is one of the instant classic party games of all time, the two player game represents the best that video games have to offer. Graphics, music, sound, control and fun...it doesn't get any better than this! R&R is one of those rare beasts that you will be pulling off of your shelf 1 or 2 years from now, it's that good. Interplay is known for producing quality titles and Rock & Roll Racing is now the best in their stable. You can not go wrong with this title. If you love video games, then you love Rock & Roll.

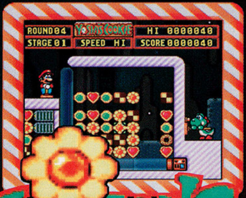
-Talko

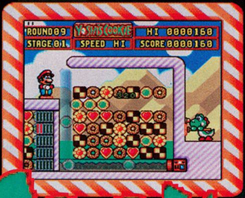


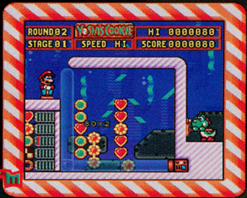
INTERPLAY
RACING
2 PLAYER
8 MEG
AVAIL. NOW



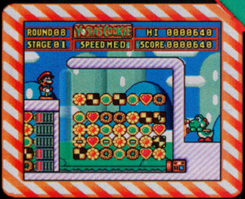

ROUND 01
STAGE 01
SPEED MED
HI 0000000
SCORE 0000000

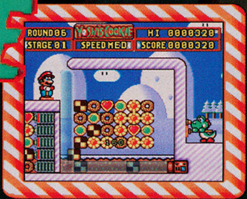

ROUND 04
STAGE 01
SPEED HI
HI 0000040
SCORE 0000040


ROUND 09
STAGE 01
SPEED HI
HI 0000160
SCORE 0000160


ROUND 02
STAGE 01
SPEED HI
HI 0000080
SCORE 0000080

YOSHI'S COOKIE™

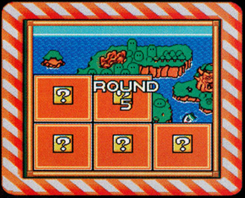

ROUND 08
STAGE 01
SPEED MED
HI 0000640
SCORE 0000640

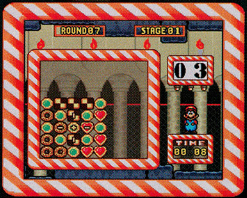

ROUND 06
STAGE 01
SPEED MED
HI 0000320
SCORE 0000320

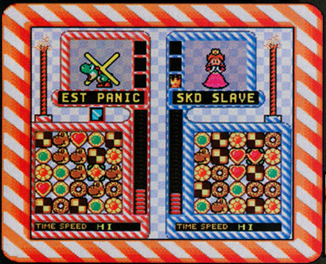
Everyone likes Mario, and that's a fact. Bullet Proof Software has developed the one puzzle game that I can't seem to stop playing (it's even better than Tetris), Yoshi's cookie! Yoshi's feelin' hungry but the cookies are coming faster than he can swallow 'em, and it's up to you to help him by arranging the cookies by kind so that he can eat more at once. but don't let them stack up or it's curtains.

This game is a shining example of why puzzle games remain so addicting and continue to exist despite the onslaught of two fisted machine gun toting action titles. Yoshi's Cookie comes with over 90 levels and 3 variations of game play: Action mode, Puzzle mode, and 2 player competition that's as intense as any fighting game. So if you're looking for something fun and challenging without all the violence found in most of today's games give yoshi's cookie a try. . . It's a refreshing change from the norm.

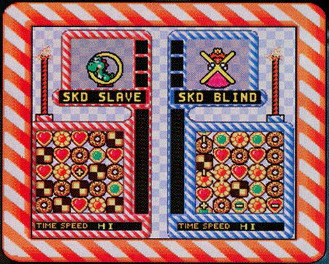
- By Curious George

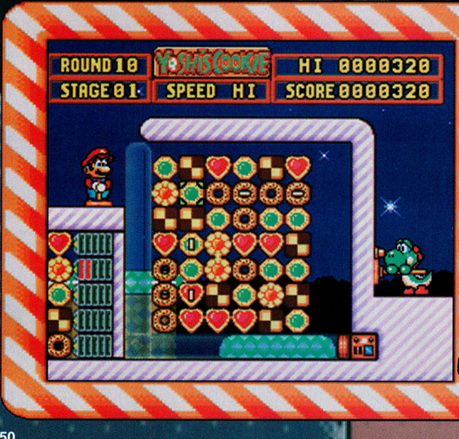


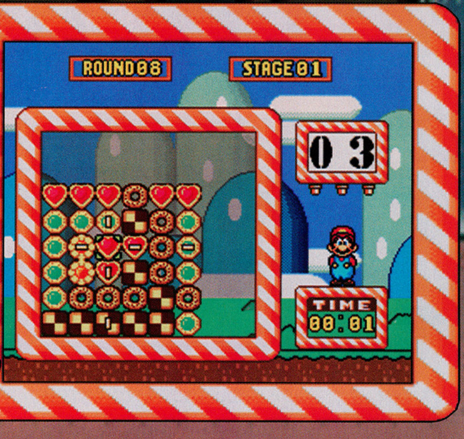

ROUND 07
STAGE 01
03
TIME
00 08


EST PANIC
SKD SLAVE
TIME SPEED HI
TIME SPEED HI

BULLETPROOF
PUZZLE
2 PLAYER
4 MEG
AVAIL NOW

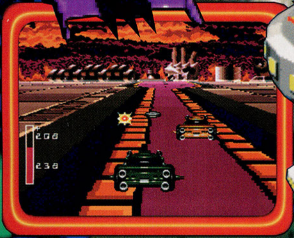

SKD SLAVE
SKD BLIND
TIME SPEED HI
TIME SPEED HI

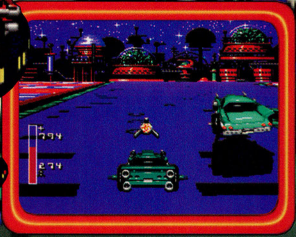

ROUND 10
STAGE 01
YOSHI'S COOKIE
SPEED HI
HI 0000320
SCORE 0000320


ROUND 08
STAGE 01
03
TIME
00:01

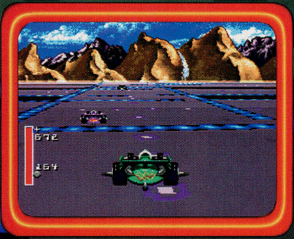
BATTLE CARS

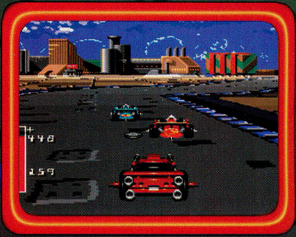
NAMCO
RACING
2 PLAYER
8 MEG
AVAIL. JULY

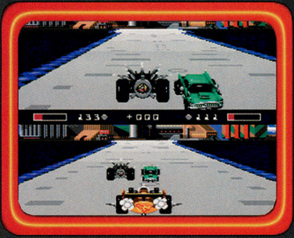


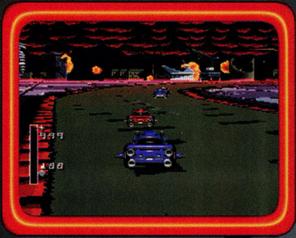


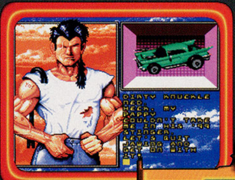
Here's a first look at Namco's latest SNES entry, Battle Cars. Take a little F-Zero, some Mad Max and roll it onto mode-7 and there you have it. Road carnage! Although the version we tested was to early to review we did notice some great looking backgrounds and interesting play mechanics such as a zoom feature which allows you to view your car from afar. The vehicles in BC look like something out of Hellraiser ranging from spiked roadsters to post war 57 Chevy's, there's also an items shop where you can fine tune your weaponry, jumping, steering and armor. Another added feature is the appearance of bosses at the end of each level, something seldom found in racing games. Battle Cars is a 2 player simultaneous 8 Meg cart and is scheduled for a summer release.



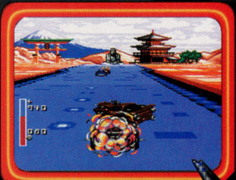


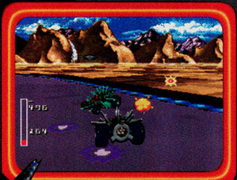


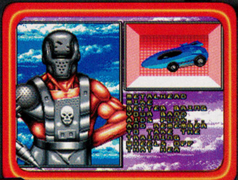




DIRTY KNUCKLE NED.
HECK. MY PAPPY COULDN'T TAKE ME IN HIS '99 STINGER.
LET'S QUIT JAWING AND GET ON WITH IT.





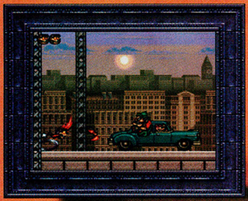


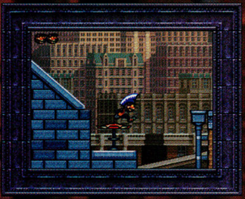
METALHEAD MIKE
BETTER BRING YOUR BAND AIDS PUNK...
AND REMEMBER TO TAKE THE TRAINING WHEELS OFF THAT HEA

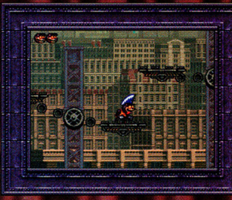
ROCKY RODENT

IREM
ACTION
1 PLAYER
8 MEG
AVAIL. AUG

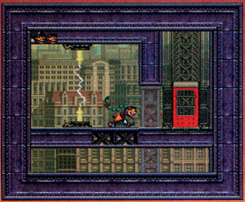
HOLD IT RIGHT THERE! LET THE GIRL GO!

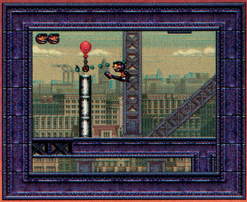






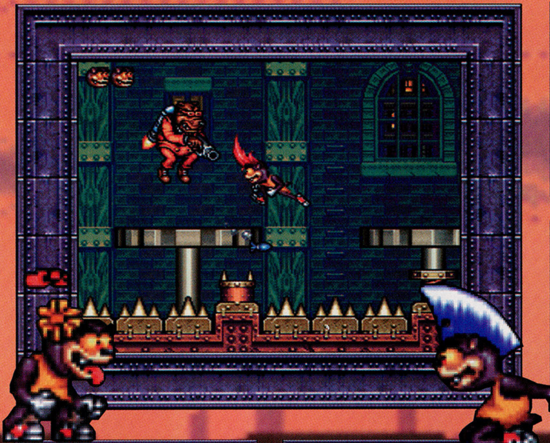
That mangy little dine 'n ditch artist, Rockey Rodent, has really gotten himself into a mess this time. Facing major trouble, Rockey decides to redeem himself with an angry restaurant owner by volunteering to save his daughter, who has been kidnapped because he did not pay his weekly payoff to the Mafia. In exchange, Rockey is promised all that he can eat (and that's a lot!) "on the house". There's something about a mangy, slobbering little vermin that really appeals to me. You know, the kind of rat that can look up a girl's dress and not think twice or flush your hamster to parts unknown. These are the impressive personal attributes you will associate with Rockey Rodent the first time you see him. What a great character! I believe Irem has really got something here; they're trademark shooter: R-Type, the trademark action game: Rockey Rodent. RR is a side scrolling action/platform game which takes place in cities, on highways and high upon skyscrapers and beyond. The enemies are diverse and well drawn and challenging end bosses are provided to keep you on your toes. These elements are what you've come to expect as the norm in action/platform titles, but RR goes much further with some of the coolest play mechanics this side of a rat's backside. Rockey runs across several different styling tools along the way and each one jumps into action and gives Rockey a stylin' new hair design. Each haircut offers Rockey a different technique. Your first mohawk allows you to dig into overhead ledges and flip-up or stun then stick your enemies. a second razor cut can be stuck into walls to use as a platform or hurled like a boomerang. Another allows Rockey

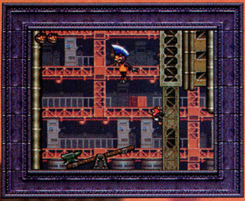


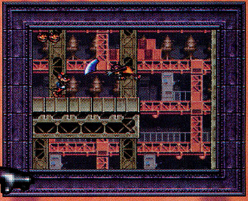


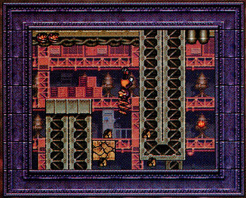
WHAT A HUGE EGG!

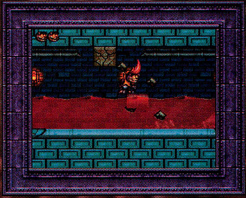
I JUST WANTED TO EAT YOU

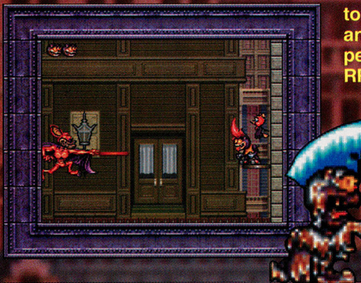




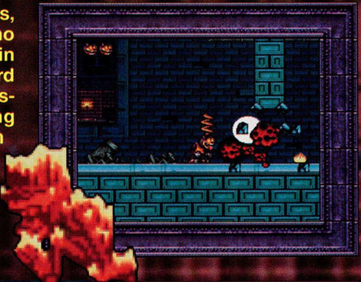


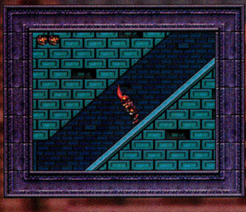






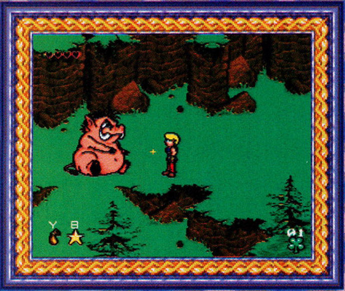
to swing from hooks and whip his enemies, and yet another hatches into a bird who pecks at oncoming baddies. Each level in RR is long and very challenging and, toward the end, there's some nice surprises. Basically, you get everything you've come to expect from an action/platform game and more, plus an awesome new character and a good on screen story. I hope Rockey Rodent Part Deux is in the works, I'm sure you'll agree. *- E. Storm*



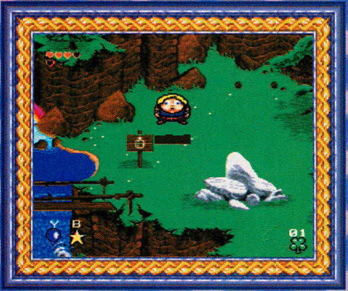


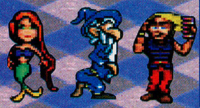
YOUR HAIR IS VERY IMPRESSIVE.

YOUNG MERLIN

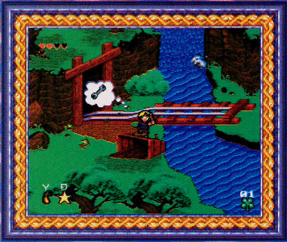


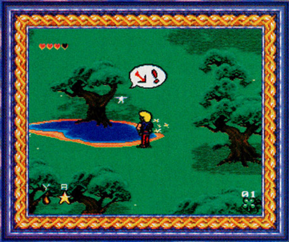
VIRGIN
ADVENTURE
1 PLAYER
8 MEG
T.B.A.

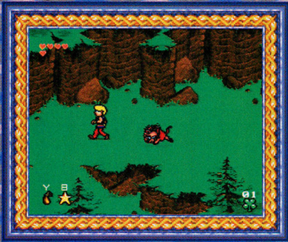


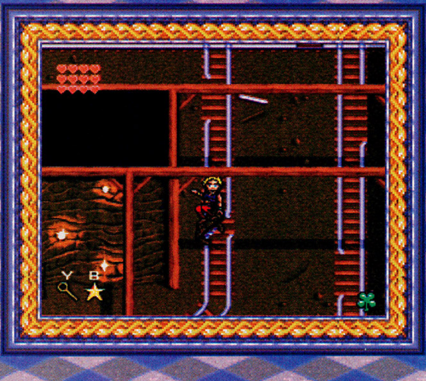


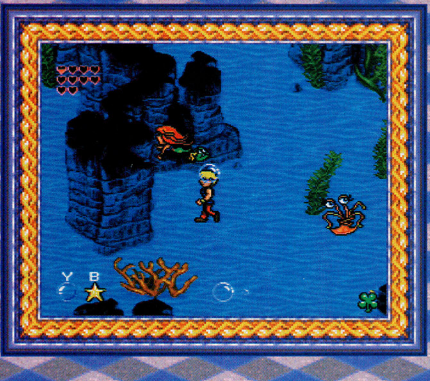
In a time where RPG's are as sparce as an honest politician, Virgin games is soon to release a truly unique action RPG that anyone who owns a SNES should have, Young Merlin. The first ingenious new feature here is that there is no text, all the clues are given by icons. This alone sets this one apart and adds to the fun and challenge. The character in Merlin is extremely well animated as are the enemies, and the items that are at your disposal are truly the most creative I have ever seen. Another great feature that is often over looked in this genre is the action, which is extremely well done and encompasses most of the game (Similar to Land Stalker). Some of the enemies you encounter will have you rolling with laughter while others are a great cause for concern. And finally (This is just a preview) the graphics. This game features some of the best graphics, color and special FX that you have ever seen in an action RPG. The faster Virgin gets this one out the better, as it will help fill a major gap in the SNES lineup. Look for our full Review coming soon.

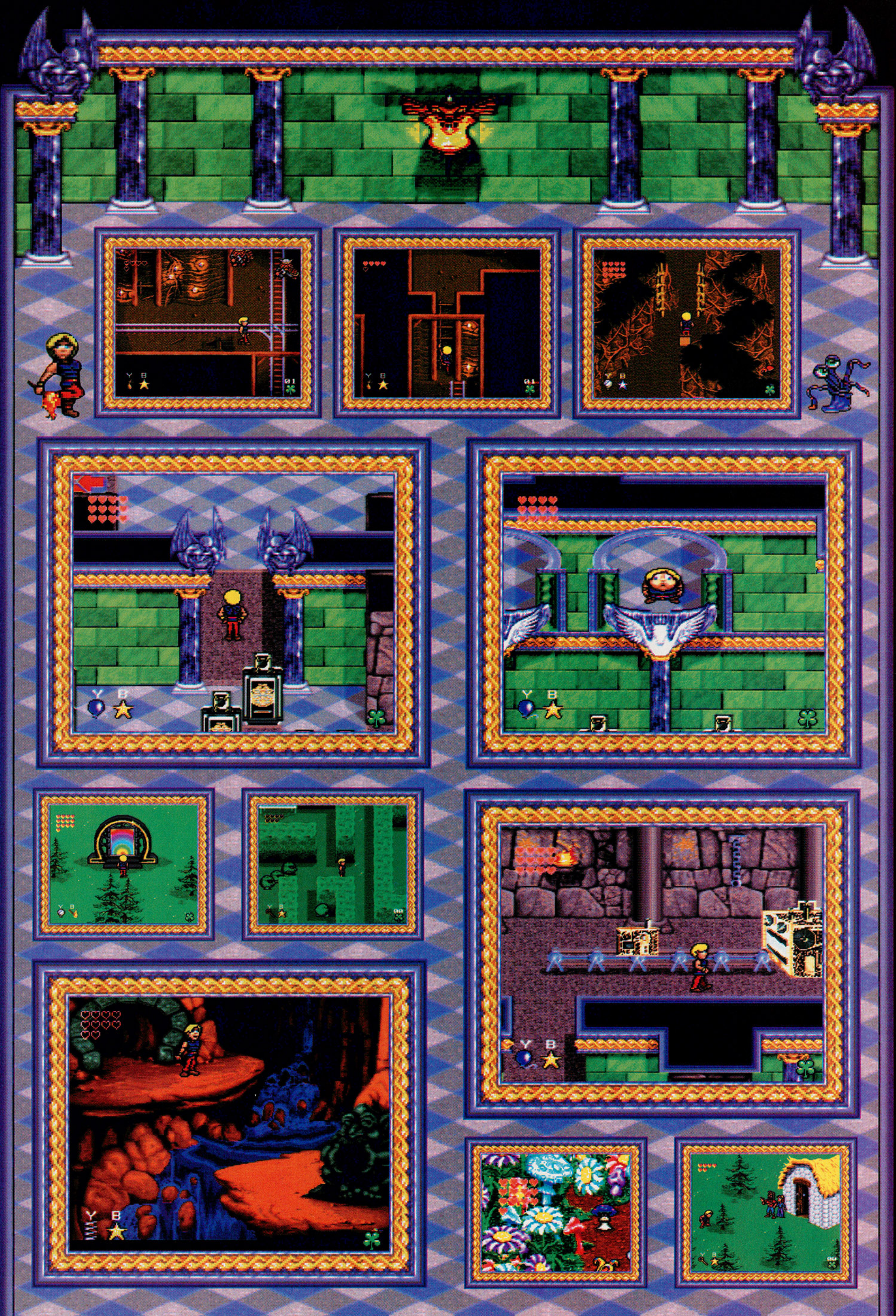






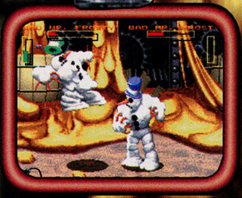


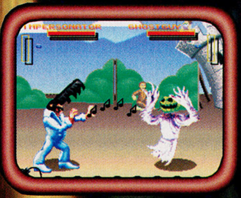


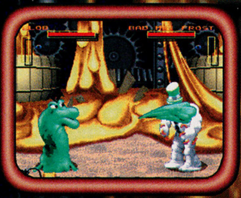


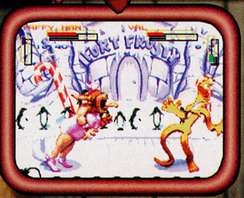
CLAY FIGHTERS

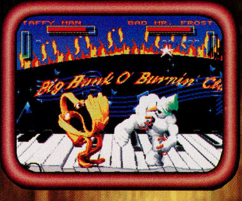
INTERPLAY
FIGHTING
2 PLAYER
16 MEG
TBA


MR. FROST
BAD MR. FROST

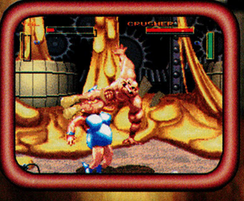

IMPERSONATOR
GHOSTGUY

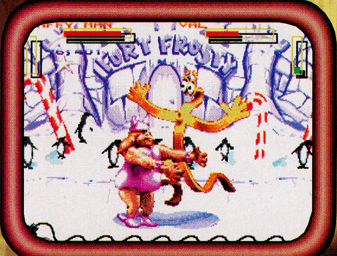

BLOB
BAD MR. FROST

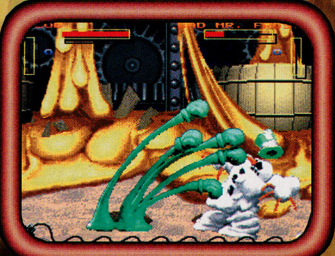

TAFFY MAN
VAL
FORT FROSTY

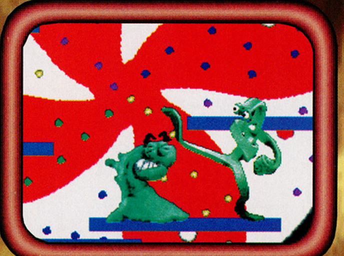

TAFFY MAN
BAD MR. FROST
Big Hunk O' Burnin' Cl

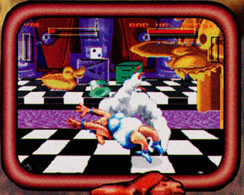
I am tired of fighting games. Street Fighter bores me to tears. In fact, I could care less if I ever play another fighting game again...wait a minute, what's this? Fed Ex from Interplay? Clay Fighters? Well, maybe I'll just take a quick peek ... Whoa, Nellie...check this out, Bad Frosty's putting the squeeze on the King (thank ya, thank ya very much) and there's this weird Gumby dude trippin' all over the Headless Horseman. This can't be a fighting game, we've got huge characters that are powered by claymation that has to be seen to be believed and interesting game play that puts every other fighting game to shame. With interactive backgrounds, tons of moves and combos and characters that could each star in their own game, Clay Fighters is the game to watch for this fall on the SNES. Yo, Guile, sonic this boom baby, Bad Frosty's about to take his corn cob pipe and button nose and work you and your friends until the fat man sings (I'm a hunka hunka burning clay...). - Talko

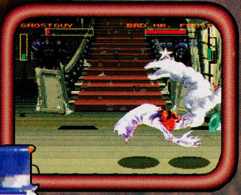


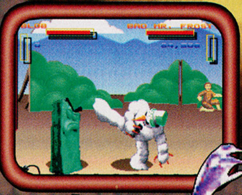

TAFFY MAN
VAL
FORT FROSTY






VAL
BAD MR. FROST


GHOSTGUY
BAD MR. FROST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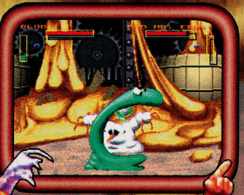
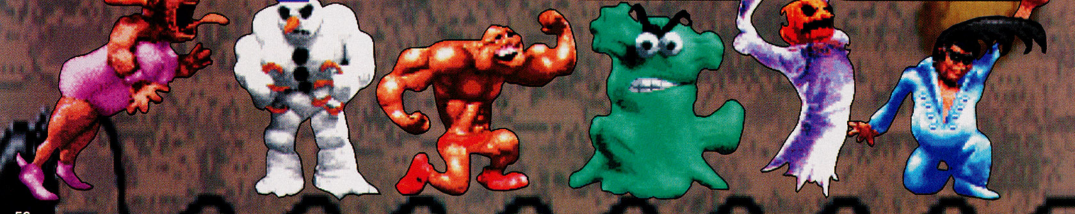
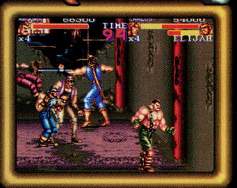
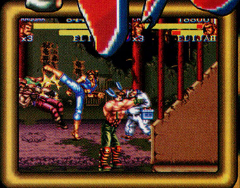
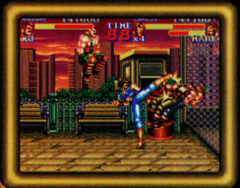
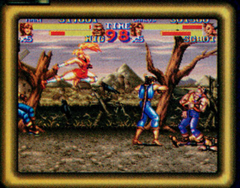
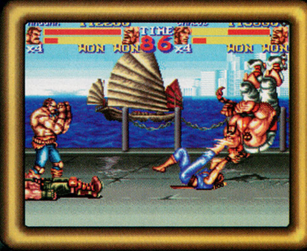
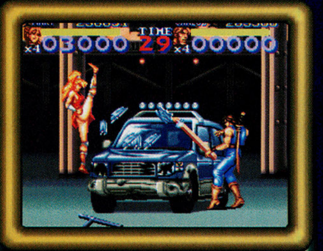
BAD MR. FROST


BLOB
BAD MR. FROST



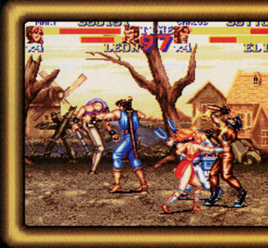
Final Fight 2

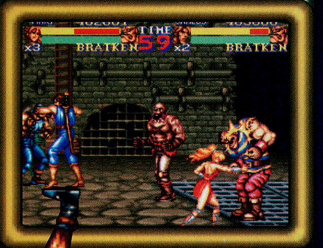
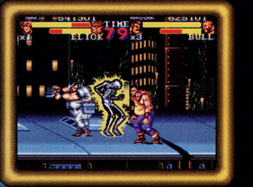
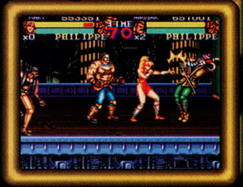
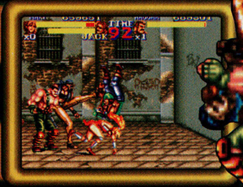
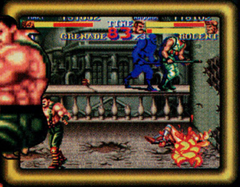
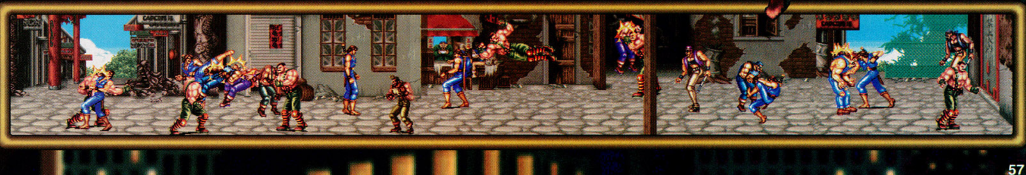
'COM
ACTION
2 PLAYER
10 MEG
AVAIL JULY

Final Fight 2 is here! What's the 2 stand for? Two player simultaneous, of course. As fans of the original know, the game was only one player and did not include Guy. Now, in the sequel, only Haggar returns with some new friends to face the Mad Gear Gang once again.

As soon as you start the game, you immediately notice the crisp, detailed graphics and the large characters. The two new heroes, Maki and Carlos, are moderate fighters with some good moves and special attacks. But their moves are limited and quickly become repetitive. The real powerhouse is Haggar. Almost all of Haggar's moves are the same, but now he can do the infamous spinning pile driver that Zangief uses in Street Fighter II. Speaking of SF II, you'll also notice cameo appearances by Chun Li and Guile throughout the levels. Final Fight 2 is long, but easy. If you conquered the original, you will not have much difficulty with the sequel. But it's a great ride, and isn't that pretty much what a sequel is all about? *- Magilla*

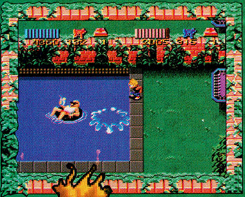


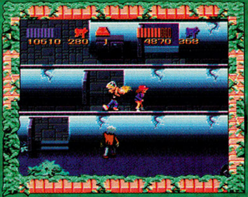







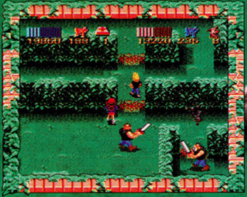
ZOMBIES ATE MY NEIGHBORS

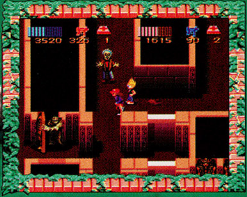
KONAMI
ACTION
2 PLAYER
8 MEG
AVAIL. JULY

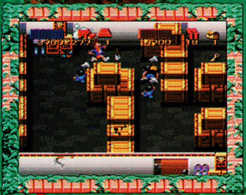
Let's start by taking a moment and considering the zombie. Here's a guy on a big time bad luck streak. First, he dies. That alone can ruin your whole day, but, if that wasn't enough, now he's dug himself up and is destined to lumber around in a mindless stupor. That is... until...YOU POP HIS FREAKIN' MELON WITH A SALAD FORK!!! Presenting; Zombies Ate My Neighbors, Konami's all-out, it's you against them, avoid the psychos and save the neighbors game. Let's see here; graphics...A, control...A, sound...A, playability...A, length...A+ (it's 48 levels big!), problems, complaints?...none. Go buy this game! It is non-stop fun and, without a doubt, one of the most creative games you will play this year. As one of two crazy kids, you can swim, bounce on trampolines or run your butt off to escape the mayhem, or use a vast array of comical weapons including; water rifles, shoulder cannons, fire extinguishers, plates, utensils, bubble guns, weed whackers and many other choice gadgets, to either retire or stun the oncoming hordes of the undead, which make-up one of the greatest video game casts of all time. Save the stranded neighbors and go for the door. Sounds easy, right? Well, sometimes it is and sometimes it isn't. Find out more next month when we review Zombies Ate My Neighbors. *-E. Storm*



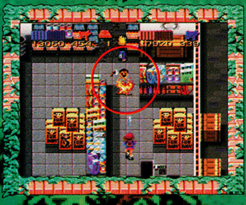


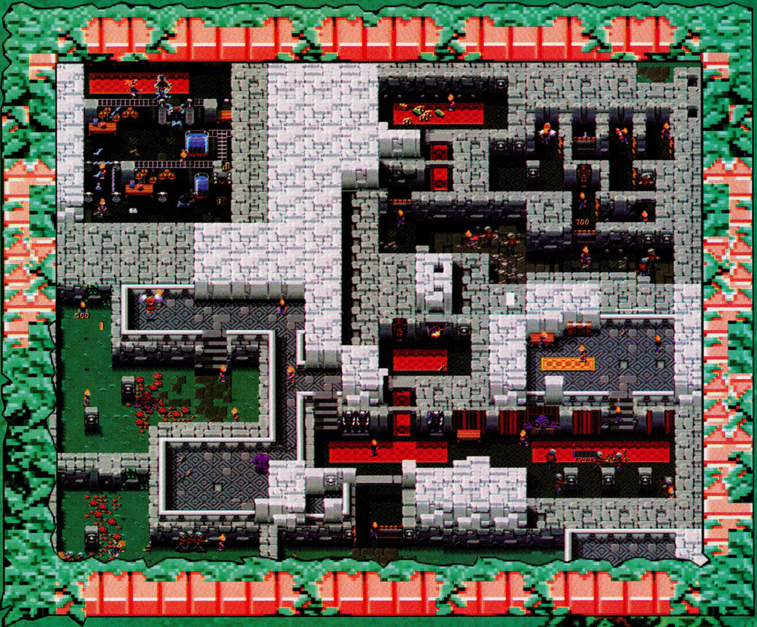






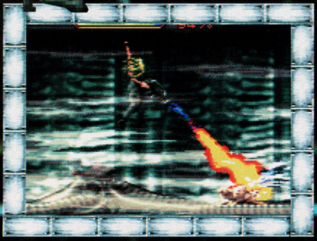
CRAZY CHUCKY DOLLS DON'T DIE EASY!

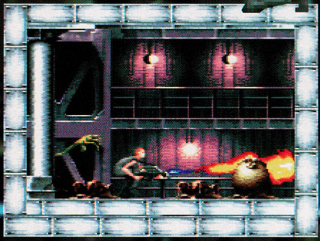


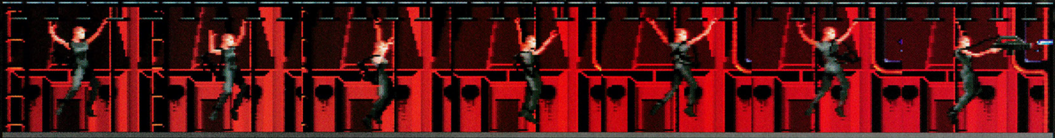


ALIEN³

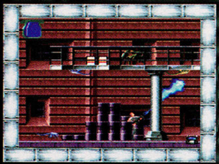
LJN
ACT./ADV.
1 PLAYER
8 MEG
AVAIL. NOW

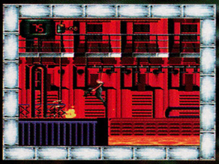


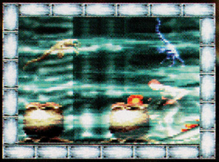


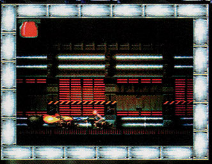


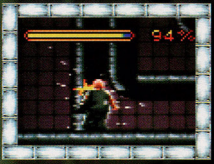
Movie titles are sometimes a let down, probably due to the fact that the producer knows he can ride the coattails of the movie and have enough success to make it a worthwhile venture. This is not the case with Acclaim's Alien 3. In fact, it's just the opposite. In this case, if the game came out first, the movie might have done better (even though it was a sad sequel to the mighty part 2). Alien 3 is an excellent game, in fact, one of the best. I know a lot of you are probably thinking that this is just a SNES version of the Genesis Alien 3 (which is also excellent), but it's not. this time out, you'll do a lot more than just rescue hostages. At the beginning of each round, Ripley must find the terminal. Once there, you can choose one of many missions in that round, receive an objective, then choose to either accept or pass. Only after completing all the missions can you move on to the next level. This makes the game extremely long and diverse. Some missions are short and some are long (repair jobs, etc.), so you're constantly changing your strategy, 3 lives are given and you receive a password after each round. Although the

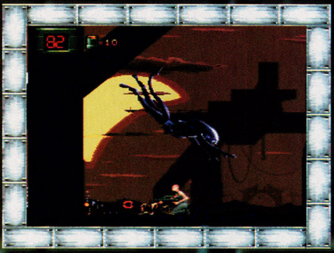


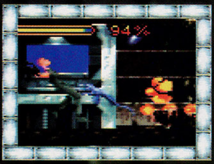


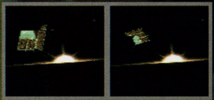


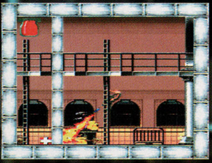


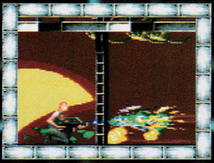


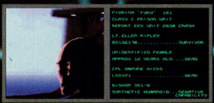












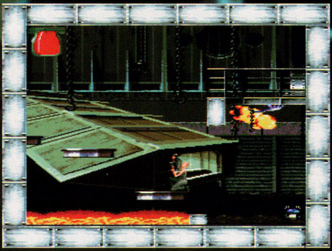
FIORINA 'FURY' 161
CLASS C PRISON UNIT
REPORT EEV UNIT 2658 CRASH

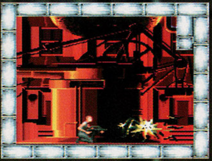
LT. ELLEN RIPLEY
B5156178..............SURVIVOR

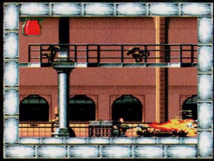
UNIDENTIFIED FEMALE
APPROX 12 YEARS OLD....DEAD

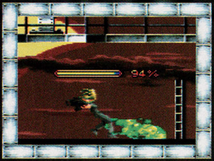
CPL DWAYNE HICKS
L55321..................DEAD

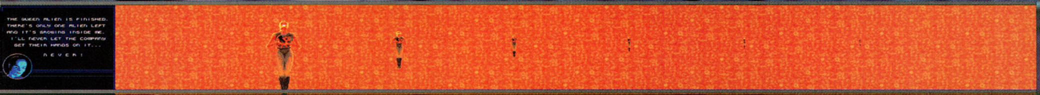
BISHOP 341-B
SYNTHETIC HUMANOID...NEGATIVE CAPABILITY





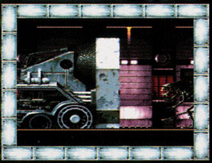


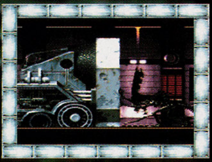


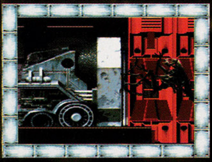


THE QUEEN ALIEN IS FINISHED.
THERE'S ONLY ONE ALIEN LEFT
AND IT'S GROWING INSIDE ME.
I'LL NEVER LET THE COMPANY
GET THEIR HANDS ON IT...

NEVER!



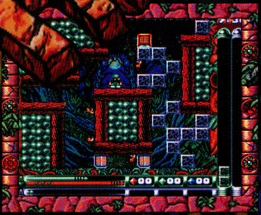


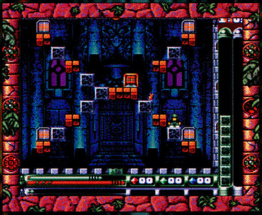


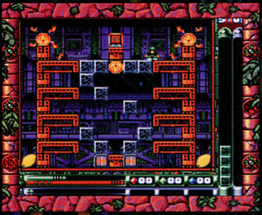
play mechanics are well thought out, what really makes this game so good are the graphics, which are absolutely fantastic. Ripley is drawn and animated extremely well and her flames look incredibly real. The backgrounds are pure Alien, with well-shaded, dark, dank locales, transparent mist and acid rain. The team at probe spared nothing when they put this one together. So, do I have any complaints? Well, not personally, but I think most beginners will have a very difficult time in the later levels as face huggers pop-out everywhere and you must instantly zap them, conserving weapons perfectly to complete the tougher missions. Alien 3 will only be beaten quickly by advanced players. But, hey, isn't that a good point? Playing over and over makes you a better player and makes a game last, and when you've got graphics and control this good, it's worth it to fight through to the end. Overall, Alien 3 is a top quality SNES action title with excellent graphics, control and phenomenal sound. The movie may have been a dud, but the video game is awesome.

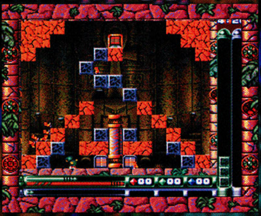
TRODDLERS

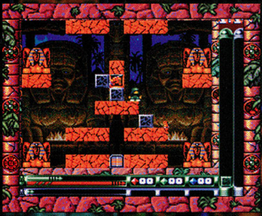
SEIKA
PUZZLE
2 PLAYER
8 MEG
AVAIL. NOW

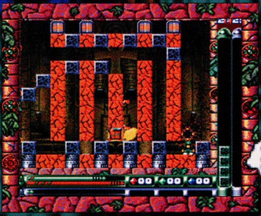


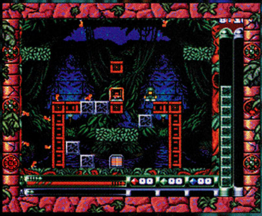








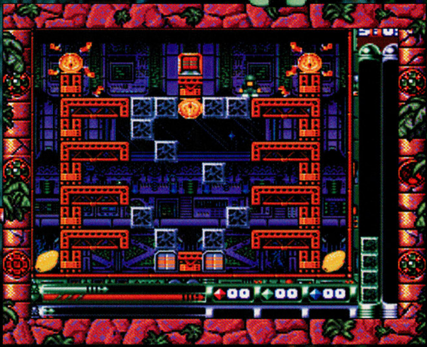


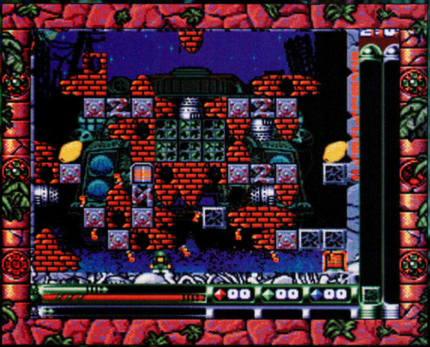


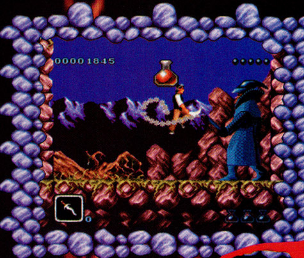
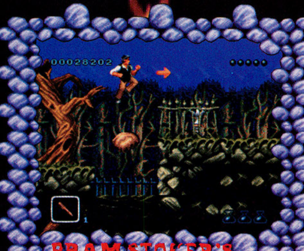
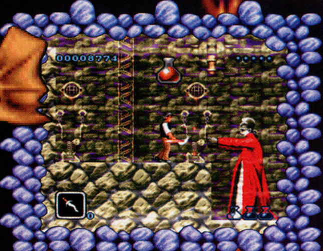
Puzzle and action gamers don't often agree on much. The puzzle gamer is content with a quiet evening at home, eating oatmeal and vanilla ice cream while rotating groups of blocks as they fall toward the bottom of the game screen. On the other hand, the action gamer is more likely to defy death in a dark, dank arcade, slam down a few brewskis and then show off his IQ to the locals by slamming the empty against his forehead.

It is extremely rare that these two species can be satisfied by a single video game. Enter Troddlers by Seika, the thinking man's action/platform game. Troddlers is an extremely addictive blend of great puzzle gaming and action/platform elements, combined with attractive graphics and a strong soundtrack. As I played, I found myself becoming more and more interested in the time-warped world of these little critters and in trying to provide the boys a successful escape route to their next world.

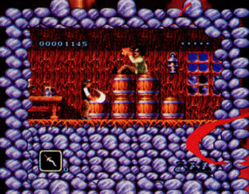
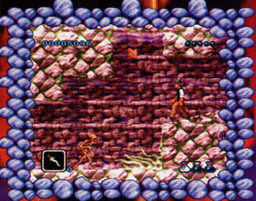
If you're an action gamer, do not be put off by the idea of a "puzzle" game. Troddlers will challenge both your thumbs and your mind. Now, please excuse me while I tackle level 26 and crack open my vanilla snack pack. - *BY TALKO*





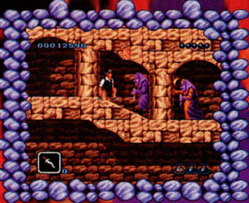
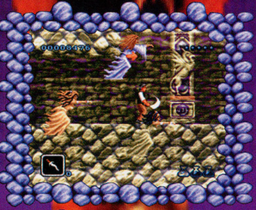
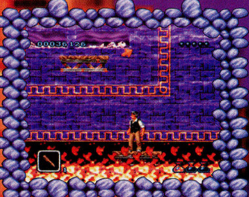
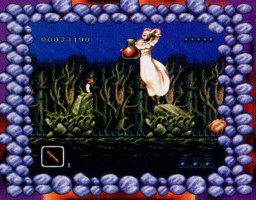
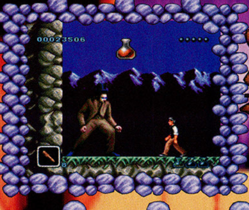
BRAM STOKER'S
Dracula

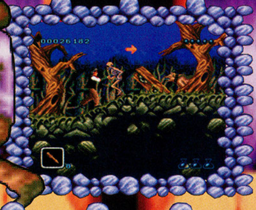
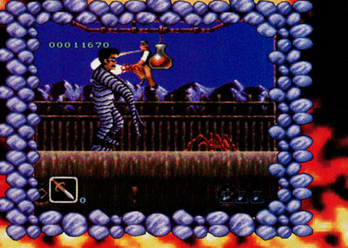
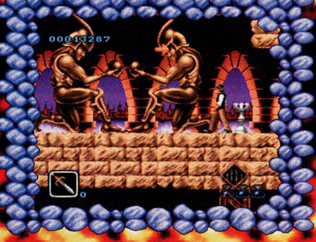
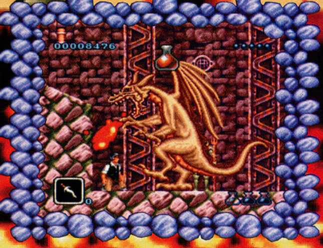
Sony and Psygnosis are back with crosses bared and garlic firmly in hand in the SNES version of Dracula. This side scrolling action/adventure is still early but promises to be one of the better versions of this game.

Psygnosis has always been known for their colorful graphics and huge boss characters and Dracula is no exception. The game captures the dark, macabre world of Dracula's castle and transforms it for your SNES. Although the game play seems to pretty much be your average side scroll, the strength of the character and the story line help to give Dracula more of an edge than the garden variety action title.

Look for more SNES Dracula coverage in an upcoming issue. Until then, keep your turtleneck on and pass me some garlic. *- Dr. E*

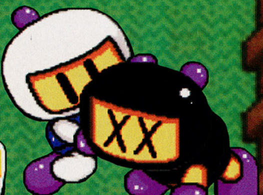






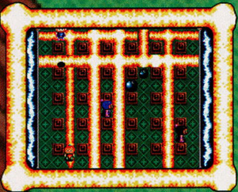
SONY
ACTION
1 PLAYER
8 MEG
AVAIL. AUG.

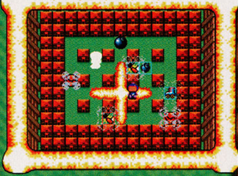





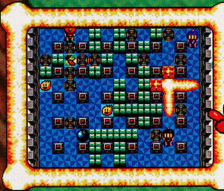
HUDSON
PUZZLE
1-4 PLAYER
8 MEG
AVAIL. JULY

SUPER BOMBERMAN

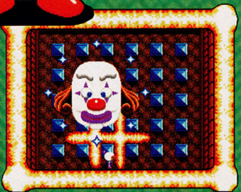


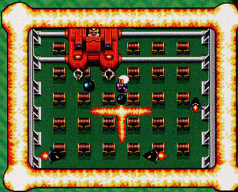


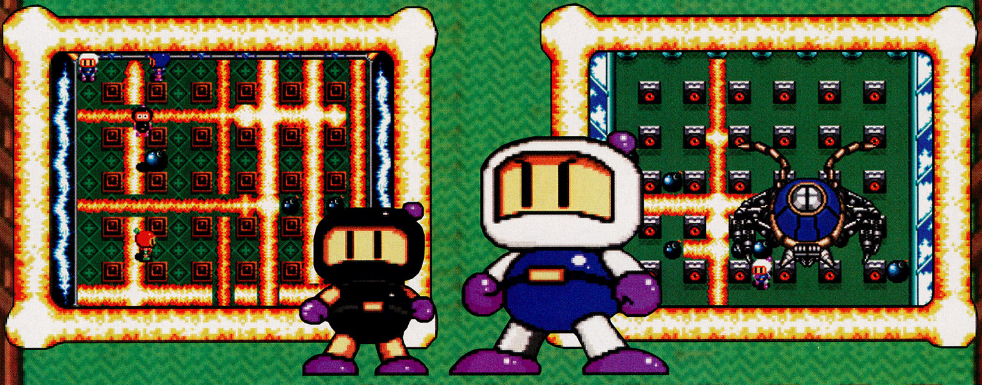




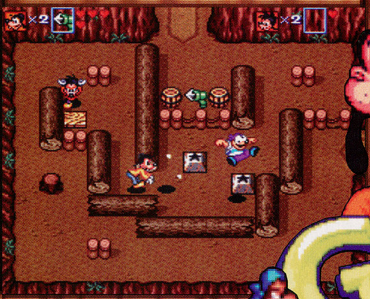
I am a huge fan of the Bomberman series, having played Atomic Punk in the arcade, the original NES version and the Turbo/PC Engine title until my fingers ached, so I couldn't wait for the new upgraded SNES version. My expectations were not only met, but exceeded. In my opinion, Super Bomberman is one of the funnest games in recent memory, surpassing even the arcade version. Super Bomberman features 2 modes of play; story and battle. In story mode, you can choose a 1 or 2 player game and battle your way through each level, defeat the many bosses and ultimately beat the game. But, if you really want to have fun, grab a Multi-Tap and a few friends and let the carnage begin! Hudson has applied some excellent variations on the original theme, like trailing spotlights, little men scooting around in power mowers and cozy little tubes you can hide in to sabotage the other players. Anyway you look at it, Bomberman is a gas to play. Get it, enjoy it. Games this fun don't come around that often. Bomberman, signing out. *- K. Lee*

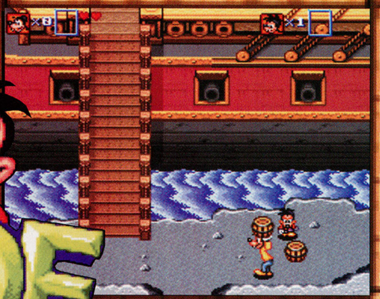




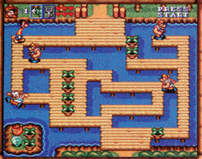


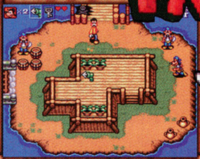
CAPCOM
PZL
2 PLAYER
4 MEG
AIL NOW

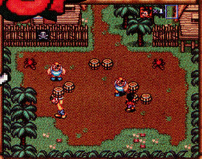


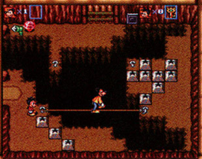


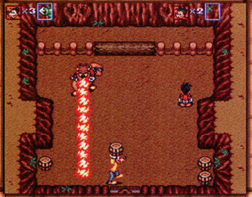
GOOF TROOP

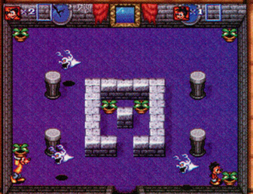




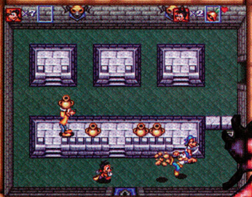


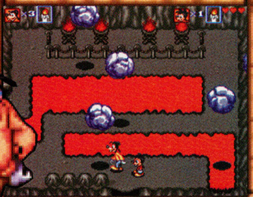


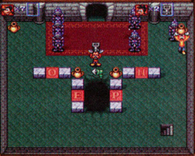


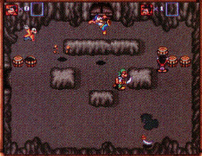


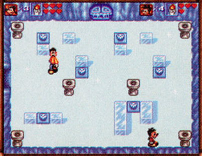
The magic of Capcom and Disney is back! This time, Goofy and his nephew, Max are out to free their friends from Spoonerville Island. They were kidnapped by big, bad Pete and his pirates. The island is divided into five levels, each having a fair amount of puzzle solving. In fact, the game is kind of like Zelda with just the dungeons. You'll also come across many items that you'll need to use in order to pass certain areas. You'll use a shovel to dig up diamonds, driftwood to repair bridges and a rope gun to cross gaps and canyons. In two player mode, Capcom's done a great job with the interaction between each player. In one situation, you'll come across a room full of pirates. One player will use a bell, which will distract the pirates, while the other player moves by them undetected to flip a switch...way cool. Geared towards more of a younger crowd, older gamers should enjoy it as well. It's not Zelda, but it's a great game. *- Magilla*

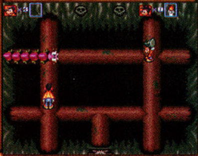








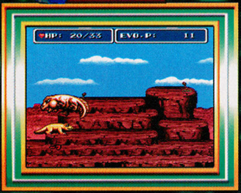




© Disney/ Capcom

E.V.O. Search for Eden

ENIX
RPG
1 PLAYER
12 MEG
AVAIL. JULY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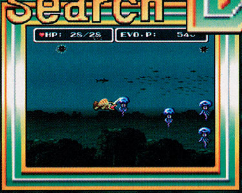
EVO.P: 11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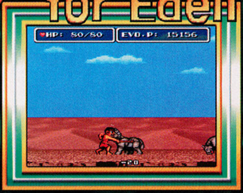
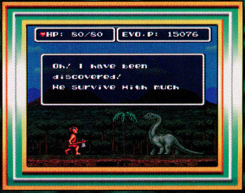
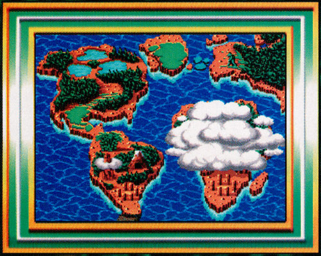
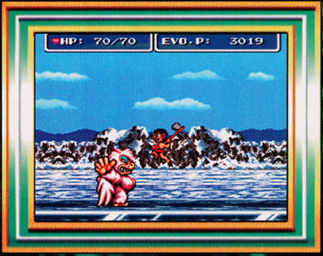
EVO.P: 54


HP: 80/80
EVO.P: 15156
-20


HP: 80/80
EVO.P: 15076

Oh! I have been discovered! We survive with much

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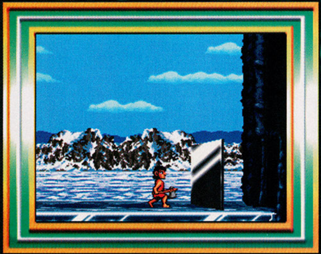
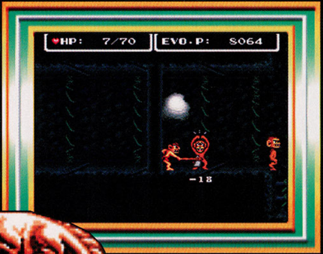
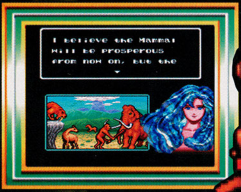


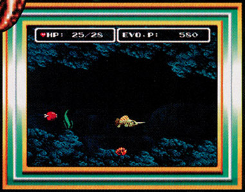

HP: 7/70
EVO.P: 8064
-18

I'm a fish! No, I'm a lizard! No, I'm a man! You must be playing Evo, Enix's new, strange action/adventure game for the SNES. In Evo you must experience the so-called chain of evolution first hand.

You start off Evo in a small, slow fish whom, by eating other crustaceans, can earn Evo points to evolve your jaws, horn, body, fins, etc...until you become a powerful enough sea creature to conquer the sea and crawl onto land, and so on and so on...you get the picture. ultimately, you will become human and battle through the stone age and ice age, an interesting premise. Evo is loaded with trademark Enix music, great backgrounds and lots of scrolls in and above the water. However, this is definitely not your run of the mill action title. The pace is slow as you absolutely must level-up properly to proceed in the game. What I found to be the most interesting was being able to mix and match body parts, I made one scary looking fish! We'll play Evo some more and bring you a review next month. Who knows what we'll look like then! *- E. Storm*



I believe the Mammal will be prosperous from now on, but the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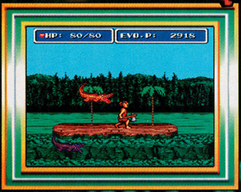
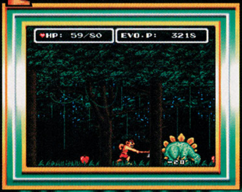
EVO.P: 580


HP: 80/80
EVO.P: 2918


HP: 59/80
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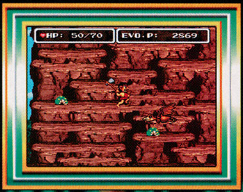
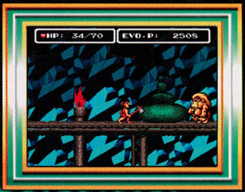
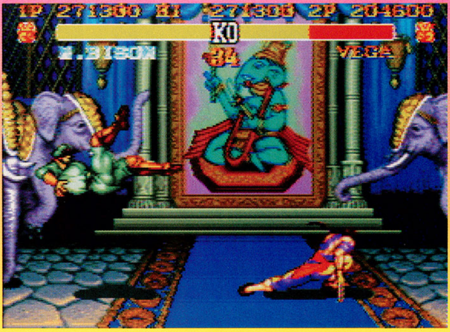
-20

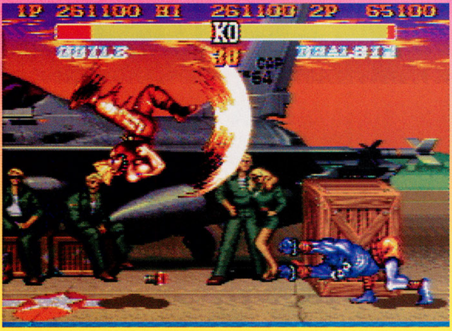

HP: 50/70
EVO.P: 2869


HP: 34/70
EVO.P: 2508

STREET FIGHTER II TURBO
CAPCOM
FIGHTING
2 PLAYER
? MEG
AVAIL JULY

Just on the heels of SF2 Champion Edition for the Genesis, Capcom has officially announced that SF2 Turbo will be coming to SNES owners everywhere this July, and yes it will be higher than 16 meg, most likely it will be around 20-24 meg. Now of course you're wondering, "What's so different from the original SNES version?". All of the graphics were re-drawn. Basically this means all the colors, backgrounds, and of course, the details have been upgraded from the previous version, and all the frames of animation are here except for one, Guile's jumping punch. All of the missing sound effects and voices from the arcade have been added including the elephant's trumpet. The game is also now in stereo. (i.e., if you do a Sonic Boom, the sound


1P 271300 HI 271300 2P 204600
KO
M.BISON
VEGA

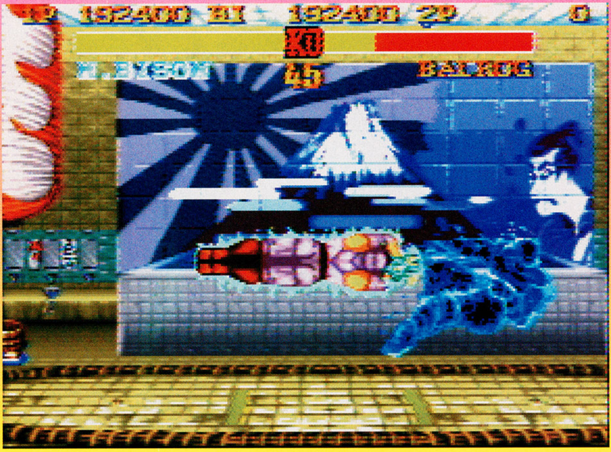

1P 261100 HI 261100 2P 65100
KO
GUILE
DHALSIM

© CAPCOM 1993

travels from the left speaker to the right speaker or vise versa.) One new bonus stage has also been added (the falling barrel). I still can't believe that none of the home versions up to now has had all three. This is not confirmed, but from what we hear, when you beat a stage you may hear a crowd cheering, this information came from Capcom so it must be true. Since this is the Turbo Hyper Fighting version, you can control the last four bosses, but alas, there is still no Bison re-dizzy combo. Like I said before, Bison is already cheap, even without that combo. Anyway, Ryu is the best character, so all expert Ryu players should have no problem taking care of Bison with or without the

KO
E.HONDA
VEGA

KO
SAGAT
45
KEN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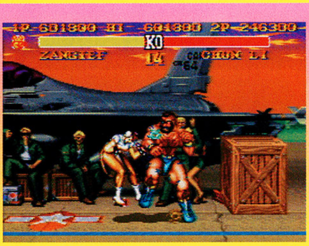
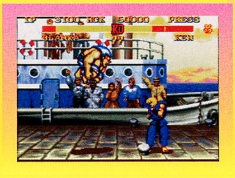
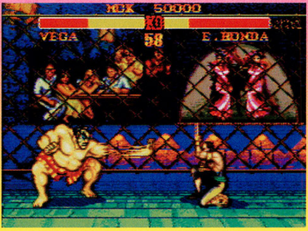
KO
M.BISON
45
BALROG

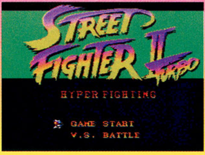

KO
ZANGIEF
CHUN LI

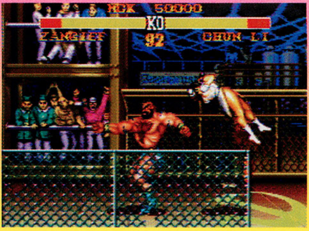
START
START
KO
SAGAT
ZANGIEF

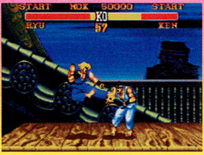
KO
BALROG
SAGAT

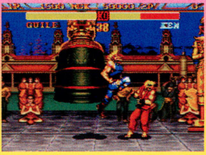


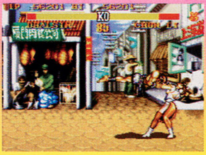

MCK 50000
KO
VEGA
58
E.HONDA

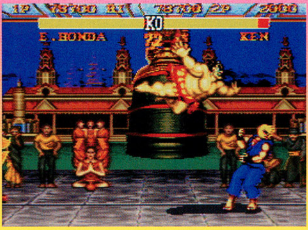

STREET FIGHTER II TURBO
HYPER FIGHTING
GAME START
V.S. BATTLE

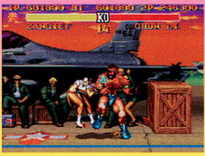

MCK 50000
KO
ZANGIEF
92
CHUN LI

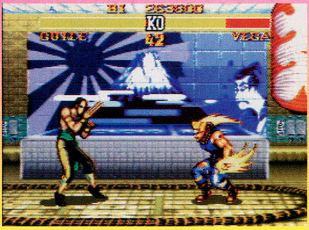

START MCK 50000 START
KO
RYU
57
KEN

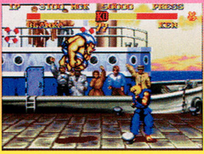

KO
GUILE
38
KEN

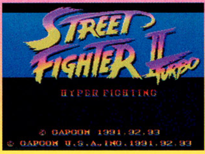



1P 73700 HI 73700 2P 2000
KO
E.HONDA
KEN


1P 601800 HI 601800 2P 246300
KO
ZANGIEF
14
CHUN LI


HI 263800
KO
GUILE
42
VEGA




STREET FIGHTER II TURBO
HYPER FIGHTING
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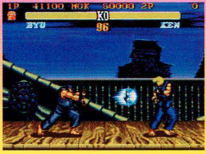
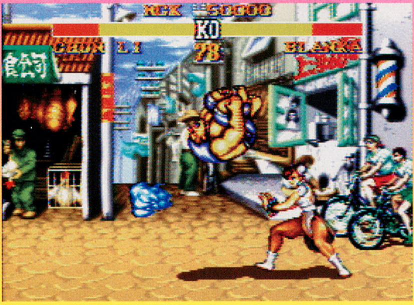

1P 41100 MCK 50000 2P 0
KO
RYU
96
KEN


MCK 50000
KO
CHUN LI
78
BLANKA

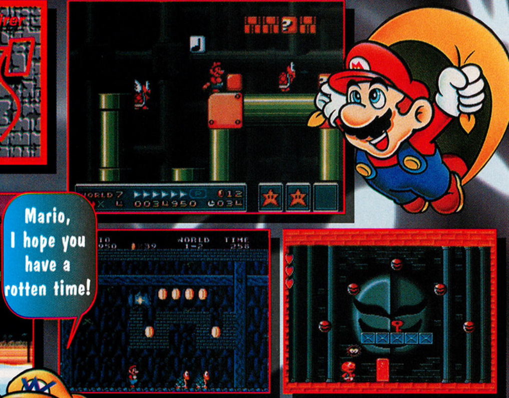
re-dizzy combo. There's also an option that lets you adjust the speed of the game to match your brain speed. Another option is picking from two games. Turbo Hyper fighting and um ... I can't remember. I'm sorry sometimes I forget ... Oh wait! I remember now, it's Champion Edition! Oh yea baby! Capcom is awesome. They went the whole nine yards. You get the endings from both games, the new colors on the characters, and of course the trademark Turbo moves not found in Champion Edition. (We'll go into those in-depth next month). If you start saving your quarters now you'll have enough for what will be the greatest coin-op translation ever.

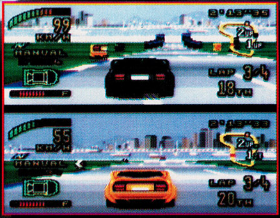
- Yoshi

SUPER NINTENDO

PREVIEWS

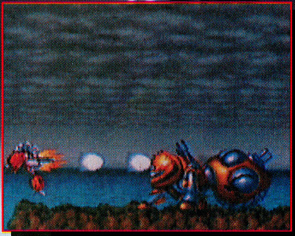
- by The Enquirer



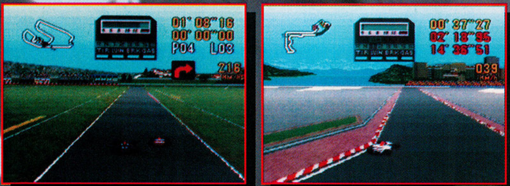


Finally a sequel to one of the best driving games ever on the SNES. Top Gear 2 features the same incredible speed, awesome control, and heart pounding fun, along with a host of special effects and even smoother game play. Watch out Tiako, or you may wind up a spot on the highway.

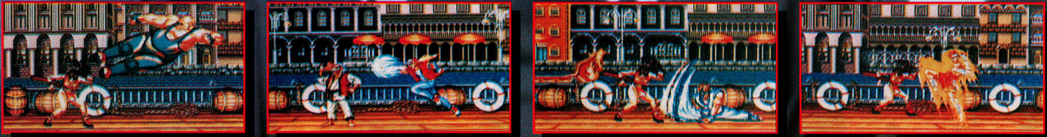
The new Mario Collection for the SNES is looking awesome, and will include: Super Mario Bros. 1,SMB 2 (Japanese and U.S. versions) and SMB 3 in one 16 Meg screamer! Theese versions will remain true to their 8 Bit predicessors but will now include a battery back up and completely overhauled graphics and sound. Mario fans get ready for the best Mario Ever. See ya next month Mario!



Macross the famous animated series is now on it's way to the Super Famicom. This version of Macross will be a completely new game and with Banpresto's attention to detail, could be one amazing shooter.

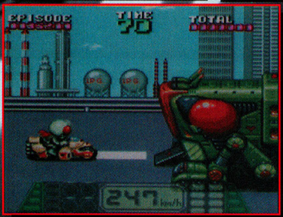


Super F1 Circus 2 is said to have the best mode 7 to date, and has now been up graded to 12 Meg! This game has not been picked up for an american release but Game Fan will definitely be covering this one in our CES issue.



Right on the heels off the first 20 Meg game SF2 Turbo Hyper Fighting, Fatal Fury 2 is now on it's way to the Super Famicom and since the arcade version was 106 Meg Takara has decided to make this one the 2nd 20 Meg game ever! Capcom Look out! Takara's here to stay.

Namco's new Pac Man adventure Pac Man 2 will change the way you think about Pac Man. This 16 Meg version will feature serious character animation(100+ frames), 16 personalities, and have an excellent sound track. This game will have some big suprises and is said to be one of the funnest games ever! Look for it!



If you have a soft spot for SD Gundam's and racing games, than here's ont you should really like, it's side scroll racing! Full review next month.

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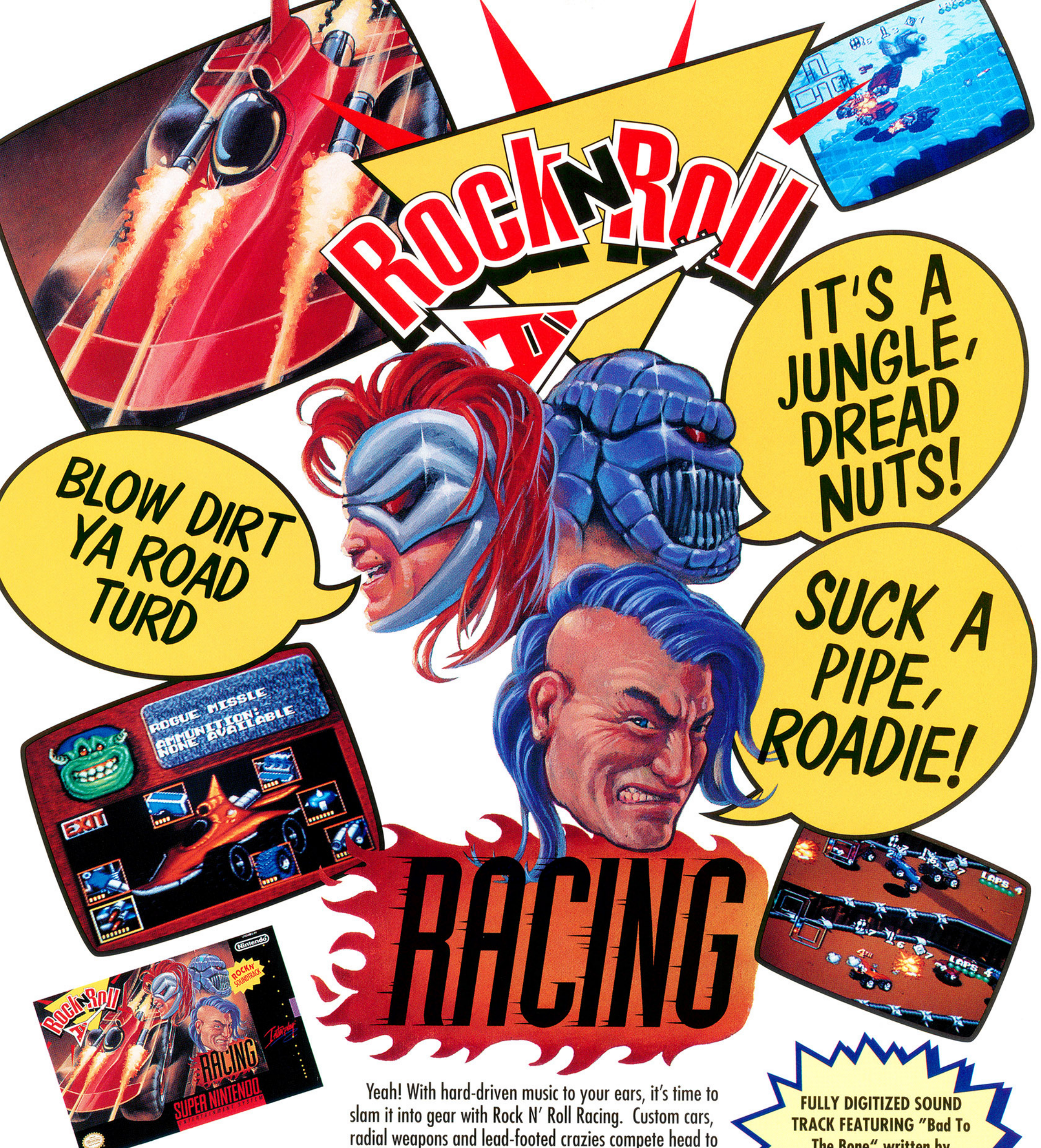
ROCK N ROLL
IT'S A JUNGLE, DREAD NUTS!
BLOW DIRT YA ROAD TURD
SUCK A PIPE, ROADIE!
ROGUE MISSLE
AMMUNITION: NONE AVAILABLE
EXIT
LAPS 4
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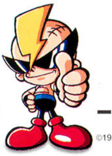

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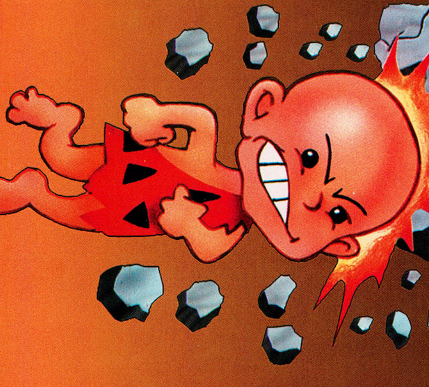
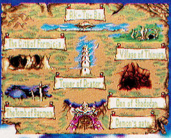


TURBO TOONS

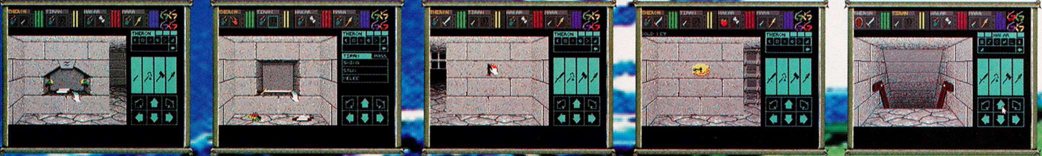
TUDRO DUO PREVIEW

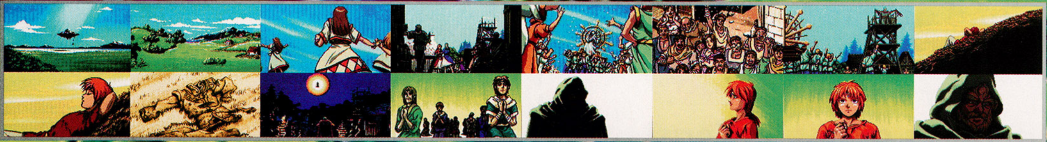
Theron's Quest

Dungeon Master

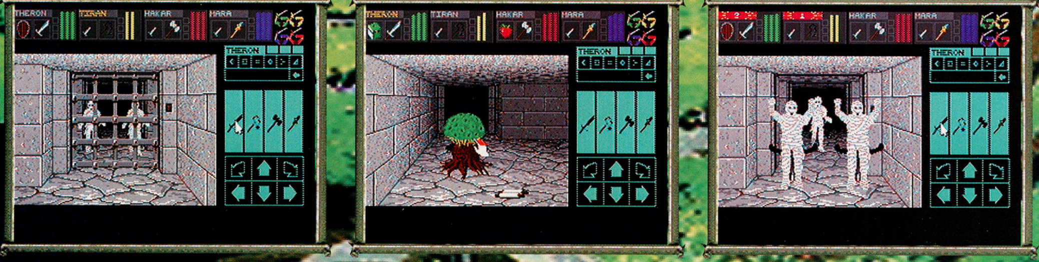

Ak-Tu-Ba
The City of Formicia
Village of Thieves
Tower of Drator
Den of Shadodan
The Tomb of Sarmon
Demon's gate

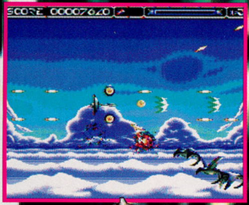
VICTOR
RPG
1 PLAYER
CD
AVAIL. AUG.

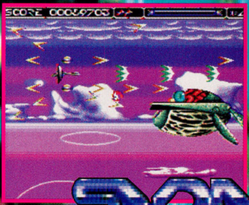

THERON
TIRAN
HAKAR
MARA

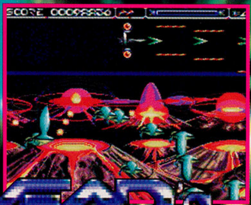


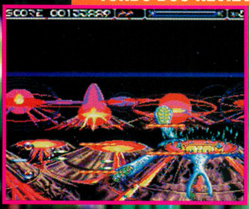
Dungeon lovers delight! Dungeon Master, one of the most widely ported dungeon games, has made it to the Turbo Duo and you're in for days of roving around in the incredibly large and complex dungeons that the CD format allows. Dungeon Master features a intricate icon based interface for controlling the play action that works similar to a computer and thankfully is not bogged down with tons of tedious text to read. Controlling your party is quick and easy and you have such a wide variety of options, weapons and items that even the most dedicated RPG player will have to keep notes. It's definitely a game for the player who's made the transition from PC RPG's to home systems.


THERON
TIRAN
HAKAR
MARA

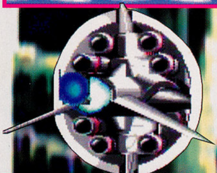




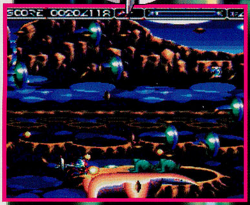


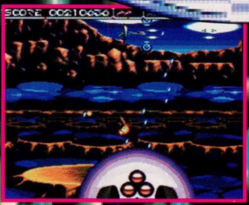


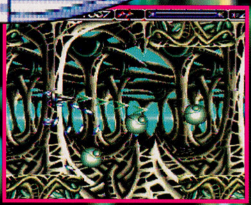
SYD MEAD'S TerraForming

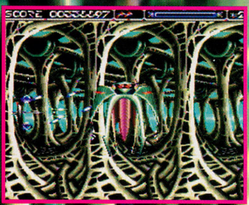


SHOOTING
TTI
1 PLAYER
CD
AVAIL. JULY

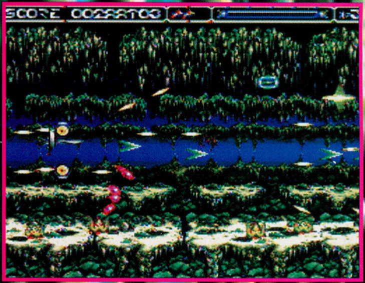


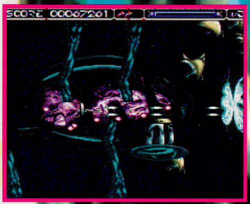


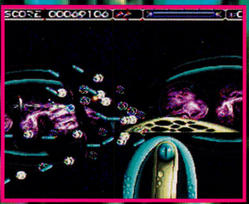


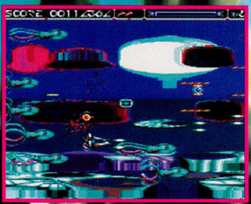


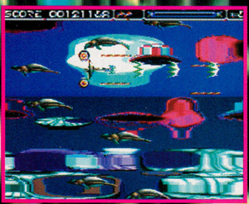
Yet another new shooter is on its way to the Duo. While not as original in concept as Cotton or Lords of Thunder, TerraForming, although strictly straight ahead shooting, does offer some unique features. The game takes place in a variety of colorful, multi-scrolling bio-genetic backgrounds which were created by Syd Mead, where seemingly the elements themselves have become the enemy. The most impressive feature to be found here is, most definitely, the vast number of scrolls in some of the backgrounds and the unique design and weaponry of the ship. Other than that, this is fairly standard stuff. Small animated objects attack in wave after wave, then you kill the boss and so on and so on. The music is good, but not great and only some of the bosses will warrant a second pass. So, if you've already got Lords of Thunder and Cotton and still want to shoot some more, take a look at TTI's latest port from Japan, Terraforming. *-E. Storm*

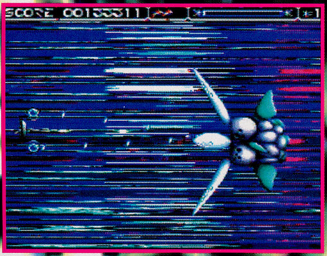


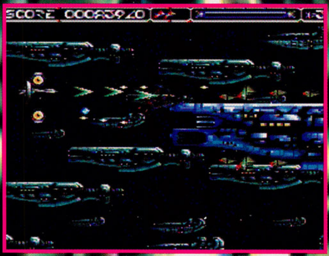


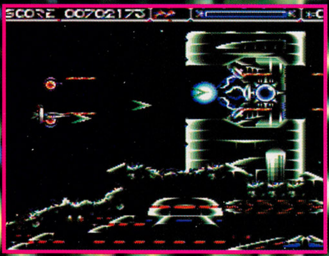






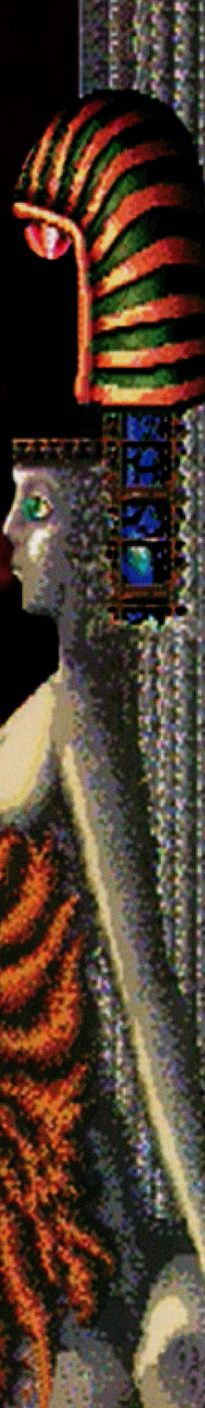






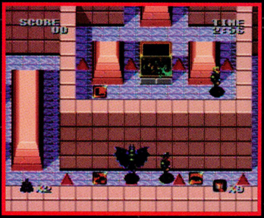
Cotton, TTI's newest addition to their Duo shooter lineup, has a lot to offer as a side scrolling shooter. In fact, I would go as far as saying it is one of the top three shooters available for the Duo. Cotton is a witch with one gnarly broom. It can shoot everything from fire dragons to lightning bolts as she battles a vast array of characters from the undead. Of course, there is a story involved here, but it is so ridiculous, I won't even go into it. Basically, Cotton offers the usual side scroll accompanied by an end boss. What sets it apart is the use of special effects such as; earthquakes, the many colors displayed, the great artistry and, of course, the music. On top of all of that, Cotton has great control and the difficulty is just right. O.K., O.K., I know you have a ton of shooters for your CD already, just take my word for it, Cotton is another one that you must have.

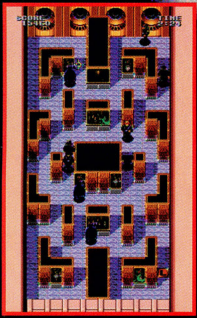
HUDSON
SHOOTER
1 PLAYER
CD
AVAIL NOW



BATMAN

SUNSOFT
ACTION
1 PLAYER
4 MEG
AVAIL. NOW JPN.

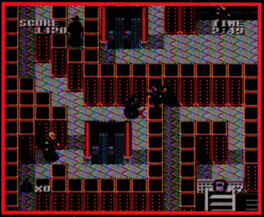


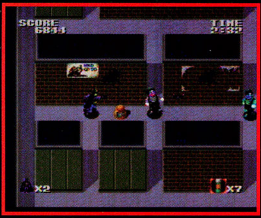


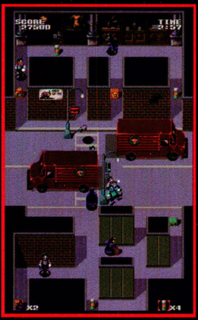
Here's an old one for all you Turbo owners who are starving for some quality games. Back in the late eighties, companies were serious about producing quality PC Engine titles and Batman was one of the best. In this original Sunsoft creation, the Caped Crusader must battle through Gotham city, the Flugelheim Museum, Axis Chemical Plant and, finally, the cathedral, where you'll meet the Joker.

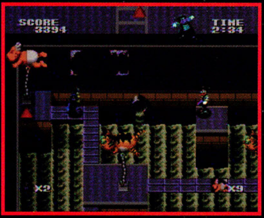
This version is an overhead action format and features 50+ levels, great graphics with incredible detail, excellent music and the best digitized intermissions you'll ever see on the PC Engine. Most people who play it label it as their all time favorite Batman title.

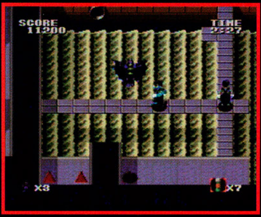
Why it never came out over here is a mystery to me. We figure that, since there are so many Turbos out there and way too few games, we would start bringing you classics like this one as an alternate choice now that converters and import titles are within reach. If you're still into your Turbo and you're looking for a good action game, find yourself a copy of this one, and never sell it. *- E. Storm*

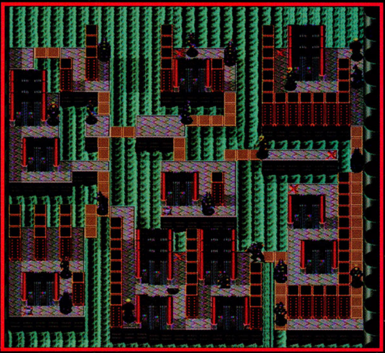


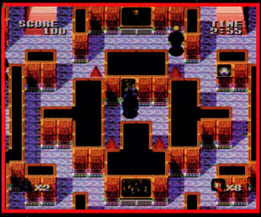


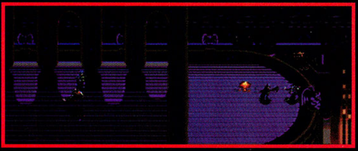


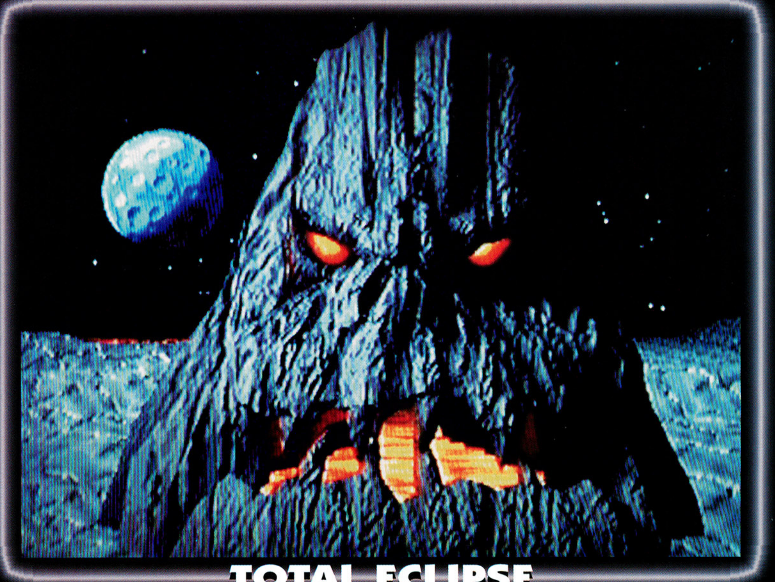






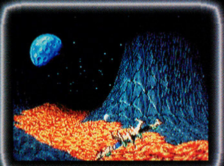


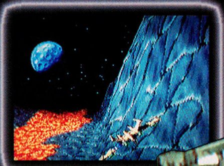


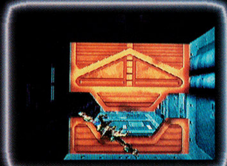


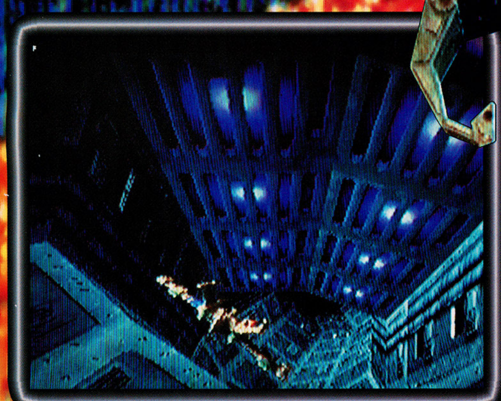
TOTAL ECLIPSE

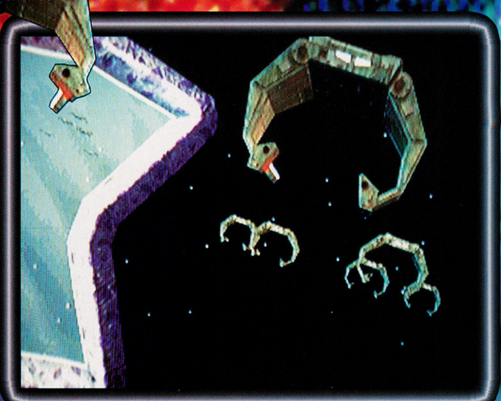
Unbelievable! That's all you can say when you see Total Eclipse, Crystal Dynamic's new 3DO shooter for the fast approaching 3DO console. Since we covered the technical aspects of this phenominal shooter last month let's concentrate on what you're seeing on this page. Do you see that huge blue mountain in you're path? Well, that was flat a second ago, that mountain rises up out of the surface! and that volcano.... is a boss, who will spew out volcanic rock. I know it's hard to believe that something this amazing actually moves but it's true, And it's

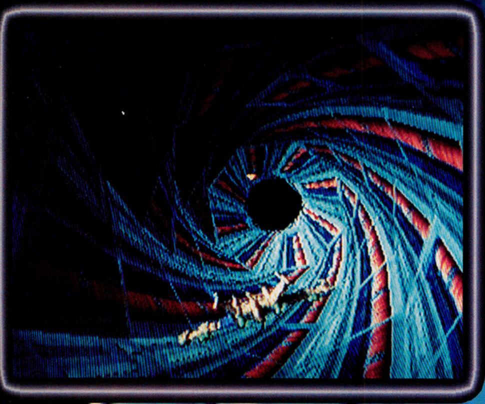


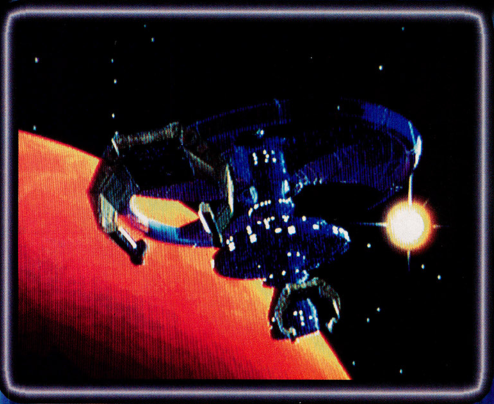












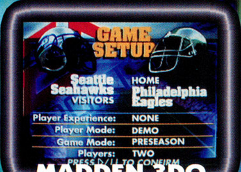
fast and ultra-smooth.

It looks like we already know who the first big game developer is going to be for 3DO, Crystal Dynamics has definently shown us more than any other company and this is by far the most impressive product we have seen to date. Stay tuned for more on the incredible Crystal Dynamics lineup coming soon.

CRASH & BURN
CRYSTAL DYNAMICS

One of the most anxiously awaited and exciting 3DO titles is definently Road Rash. I wish we had more to show you but this was all that was available at this time. The photo you see here is an actual screen but is obviously not from the game, intro maybe? We'll try to bring you some actual game screens next month.

EA has an impressive opening line up for the upcoming October launch of the 3DO multimedia system including what will most likely become the greatest football game of all time, John Madden 3DO. Just imagine what a football game will be like given the hardware capabilities of the 3DO and the talent of EA's sports team, and how about PGA tour golf! No golf cart required, it looks better than real life! With sports titles like this I may never leave the house again.



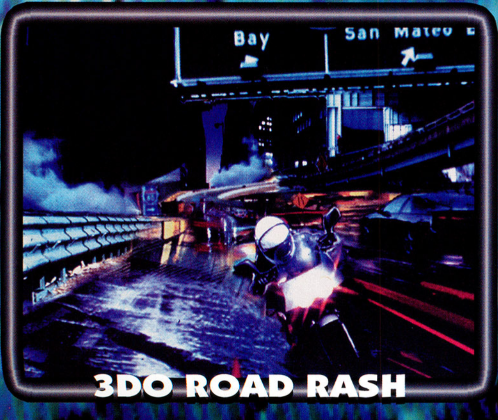
GAME SETUP

Seattle Seahawks
VISITORS

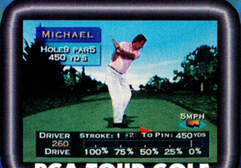
HOME
Philadelphia Eagles

Player Experience: NONE
Player Mode: DEMO
Game Mode: PRESEASON
Players: TWO
PRESS D/LL TO CONFIRM

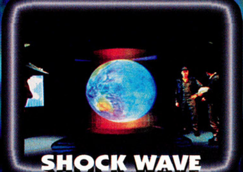
MADDEN 3DO


Bay
San Mateo

3DO ROAD RASH


MICHAEL
HOLE 9 PAR 5
450 YD'S
5MPH
DRIVER 260 DRIVE
STROKE: 1 +2
TO PIN: 450 YDS
100% 75% 50% 25% 0%

PGA TOUR GOLF

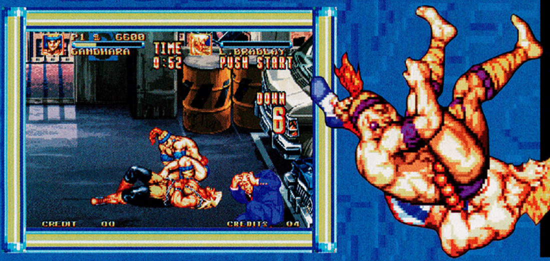


SHOCK WAVE

MICHAEL
HOLE 9 PAR 5
450 YD'S
5MPH
DRIVER 260 DRIVE
STROKE: 1 +2
TO PIN: 450 YDS
100% 75% 50% 25% 0%

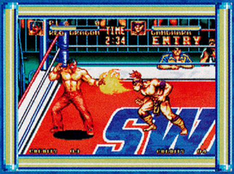
3 COUNT BOUT

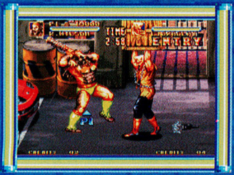
SNK
SPORTS
2 PLAYER
106 MEG
AVAIL. NOW

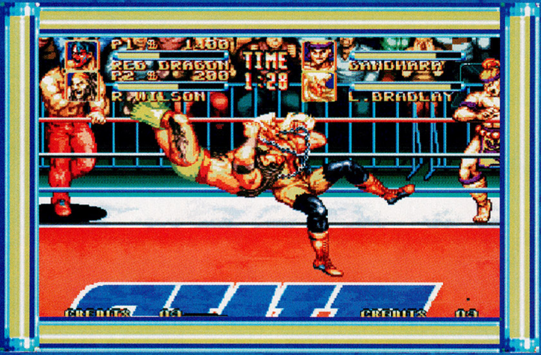

P1 6600
GANDHARA
TIME
0:52
L.BRADLAY
PUSH START
DOWN
6
CREDIT 00
CREDITS 04

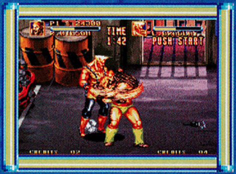
NEO GEO
SAVAGE AMUSEMENT

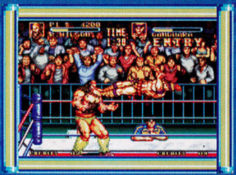
Here we go again...another one-on-one beat 'em up from SNK. When we first previewed 3 Count Bout (at that time about 74 meg big), we were optimistic, hoping for a great title. But unfortunately, this 106 meg flop doesn't even compare to Acclaim's 16 meg Royal Rumble. 3 Count Bout allows you to choose from 10 characters, 4 of which are the same wrestler with different names! As for game play, where is it? For the most part, you work your finger to death...tapping the damn 'A' button 'til you dent it. SNK is proving that bigger is not necessarily better. In fact, all Geo owners should let SNK know that we've invested money for quality games of EVERY type. Could you imagine a 106 meg action/adventure game? I can. Save your money on this one, it'll only leave you with a sore finger and an empty wallet. Oh, ya...does any Geo owner out there know who the American guy is that does all of the voice in SNK's games? Write us, we really want to know if this guy does anything else for a living, maybe we'll do a DHNN on him; "Wanted; American guy, speaka good English, must know words "fight", "strike", "out" and "you lose". *- Magilla*

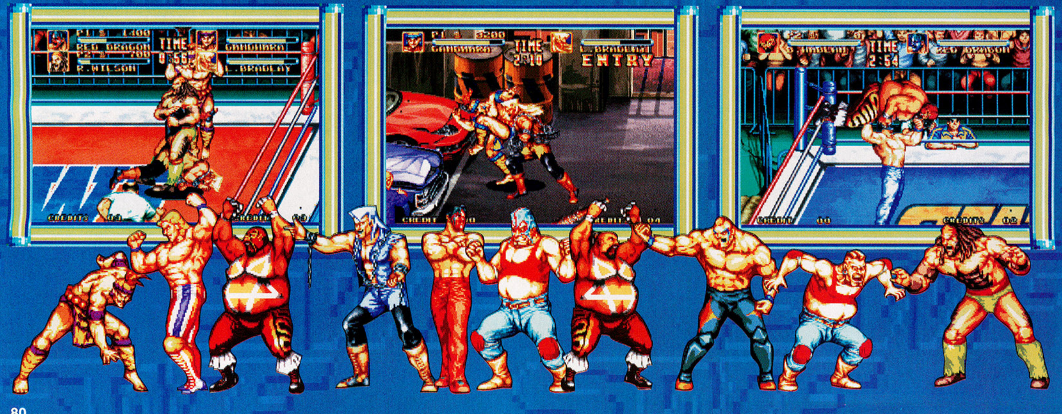

RED DRAGON
TIME
2:34
ENTRY


TIME
2:58
ENTRY


P1 1400
RED DRAGON
P2 200
R.WILSON
TIME
1:28
GANDHARA
L.BRADLAY
CREDITS 04
CREDITS 04


P1 24300
TIME
1:42
PUSH START

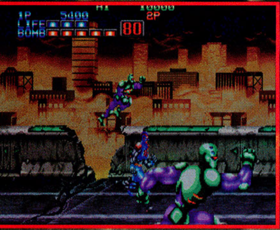


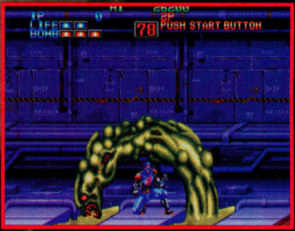

RED DRAGON
R.WILSON
TIME
0:56
GANDHARA
L.BRADLAY
GANDHARA
TIME
2:10
L.BRADLAY
ENTRY
TIME
2:54
RED DRAGON

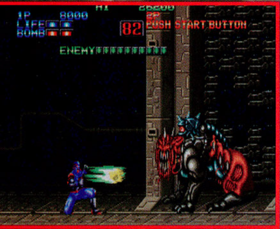
SNK
ACTION
2 PLAYER
46 MEG
AVAIL. NOW

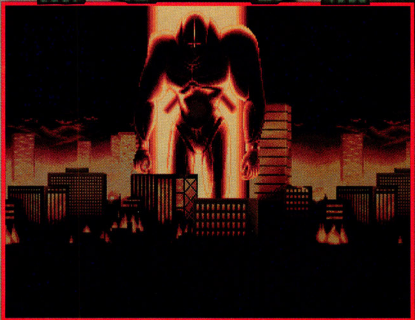
EIGHTMAN
8
9

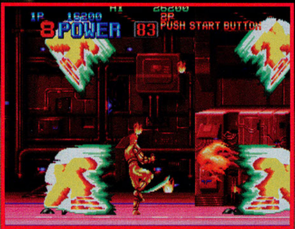
Back when the Neo Geo had some imaginative titles they released a trio of good action games. Those games were Cyber Lip, Robo Army and Super 8 Man. Although all very similar, Super 8 Man Has certain play mechanics that sets it above the rest. This fast paced, two player side scroll has highly detailed backgrounds, cool power ups and huge bosses. There's even some platform jumping here. But, unfortunately like a lot of Geo games, 8 Man is a bit too short for such a high meg game. If you're lucky, you might be able to pick up a used copy. And if so, try beating it without a memory card. You will find you'll get into the great play mechanics of a Geo game much more rather than aimlessly running into enemies knowing you can always continue.. If you play like this you're sure to get your money's worth out of Super 8 man. It's a worthy title especially if your burnt out on all the one on one sock 'em ups.

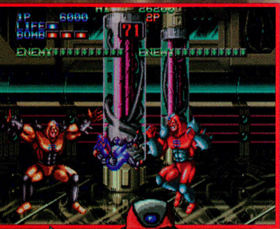

1P 5400 HI 10000 2P
LIFE
BOMB
80

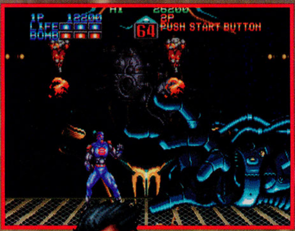

1P 0 HI 26200 2P
LIFE
BOMB
78 PUSH START BUTTON

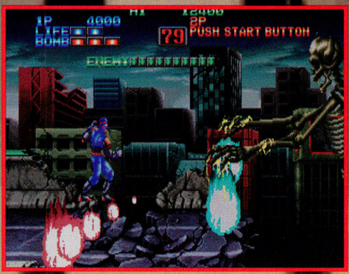

1P 8000 HI 26200 2P
LIFE
BOMB
82 PUSH START BUTTON
ENEMY



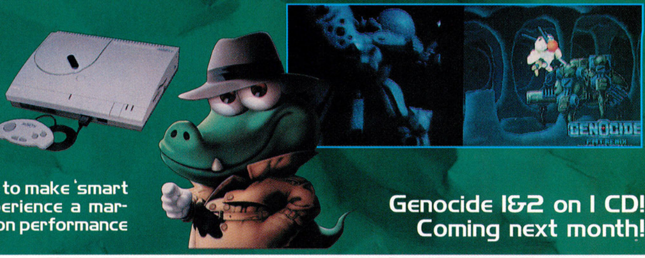

1P 16200 HI 26200 2P
8 POWER
83 PUSH START BUTTON


1P 6000 HI 26200 2P
LIFE
BOMB
71
ENEMY
ENEMY


1P 12200 HI 26200 2P
LIFE
BOMB
64 PUSH START BUTTON


1P 4000 HI 12400 2P
LIFE
BOMB
79 PUSH START BUTTON
ENEMY

FM TOWNS MARTY

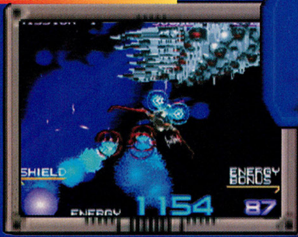


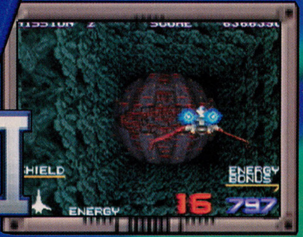
Marty is a powerfull ally with the brains it takes to make 'smart Television' a reality. With Marty you cam experience a marvelous dimention in inteligent interactive Television performance

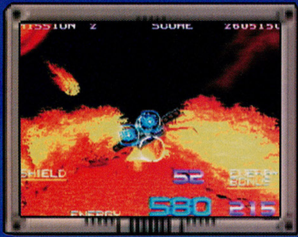
Genocide 1&2 on 1 CD! Coming next month!

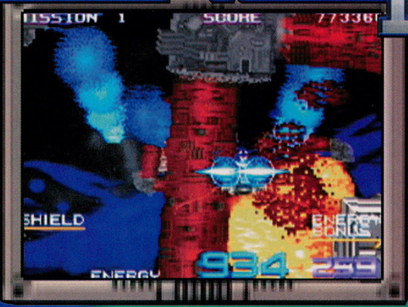
MARTY REVIEW

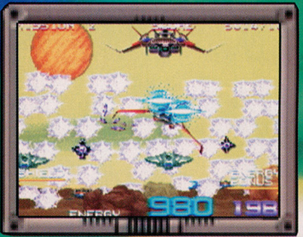
GALAXY FORCE II

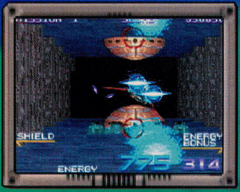

SHIELD
ENERGY BONUS
ENERGY 1154 87


MISSION 2 SCORE
SHIELD
ENERGY BONUS
ENERGY 16 797


MISSION 2 SCORE 2605150
SHIELD 52
ENERGY BONUS
ENERGY 580 215

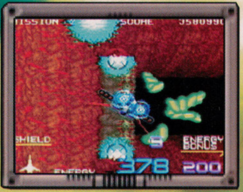

MISSION 1 SCORE 77336
SHIELD
ENERGY BONUS
ENERGY 934 259


SHIELD
ENERGY BONUS
ENERGY 980 198


SHIELD
ENERGY BONUS
ENERGY 775 314

Here is what might be the only way you will ever get the Galaxy Force experience outside of the arcades. GF2 for the FM Towns/Marty, while not pixel for pixel (the coin-op featured 3 16 bit and 2 8 bit processors) is very near perfect and definitely the closest a home system has and may ever come. Let's start off with the graphics. Nearly every sprite made its way over, from the fire dragons to the floating hostile plant life and everything scales smoothly, though it is not actually hardware scaling. Of course, the most important thing are the tunnels. Well, no worries, the graphics in there will make you want to stay forever. But to truly experience a Sega arcade shooter, you need music and voice. Well, that's here too. The CD soundtrack and voice are actually better than the arcade. So, what you've got here is one freakin' awesome shooter for the Marty. Now, if the price would just go down a little...

- E. Storm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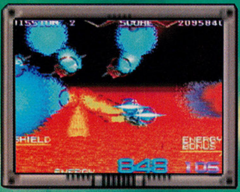
ENERGY 378 200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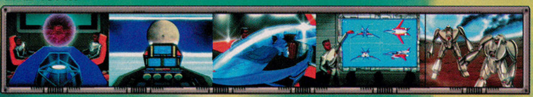

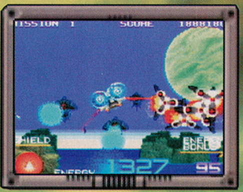
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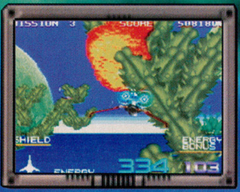
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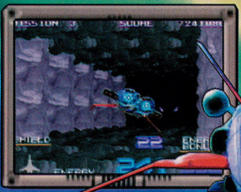
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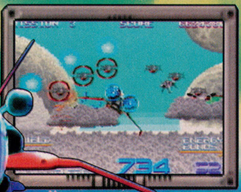
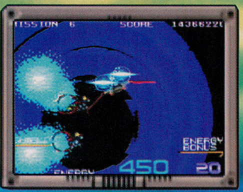

MISSION 3 SCORE
ENERGY BONUS
734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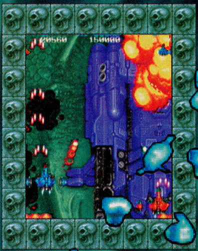
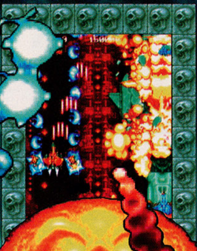
ENERGY BONUS
ENERGY 450 20

TATSUJIN

Remember Truxton? One of the first shooters for the Genesis has a great sequel that did tons of business in Japanese arcades, where they absolutely love overhead shooters. Now, Tatsujin (Truxton 2) is one of Marty's first shooters, courtesy of Ving. If you like overhead shooters, Marty's got your number, 32 bit style. Tatsujin offers two player simultaneous action with ultra high resolution, tons of color, awesome, pounding explosions with no flicker and the meanest, loudest special attack you've ever seen. Tatsujin is a long, challenging shooter that will keep 1 or 2 players busy for many moons. It's loaded with great detail, awesome backgrounds, super music and huge bosses. So, if you're one of the few who already have a Marty, go find Tatsujin, then, get ready for Genocide 1 and 2 on one CD for Marty in our next issue. *E. Storm*

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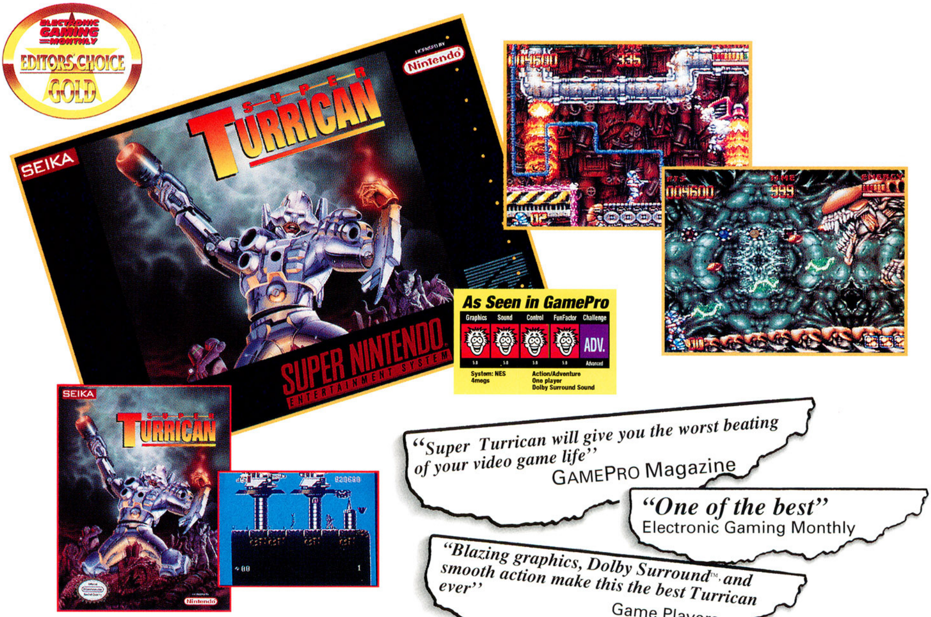
GOLD



As Seen in GamePro

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5.0	5.0	5.0	5.0	ADV. Advanced

System: NES
4megs

Action/Adventure
One player
Dolby Surround Sound

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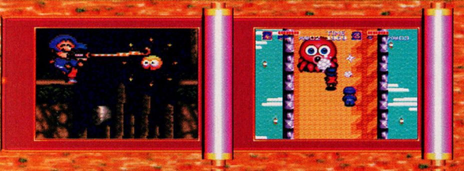
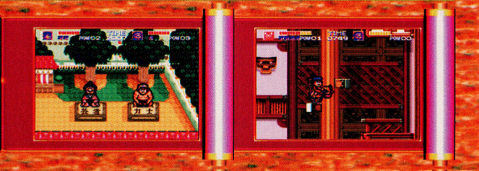
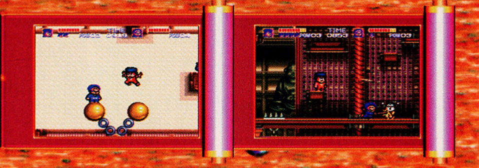
THE LEGEND OF THE Mystical Ninja

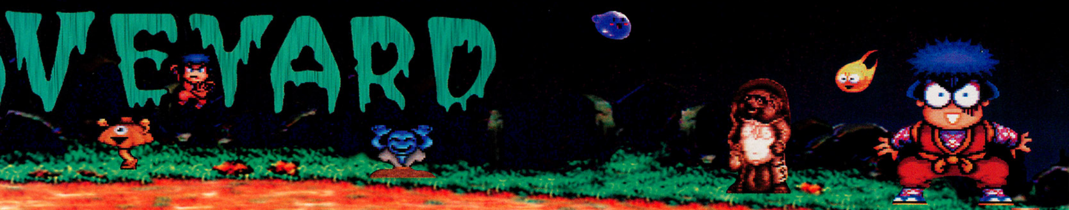






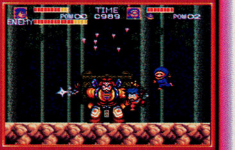
Back in the early days of the Super Famicom, a wierd looking little action game Mystical Ninja popped out by Konami. No one knew who Goemon was but it was Konami, so we anxiously awaited it's arrival. Who would of ever thought this would be one of the best games of that year.

Mystical Ninja has a very interesting format, first you will explore vast towns, fighting enemies and collecting money. In these towns you can partake in an incredible array of activities including dog races, game



shows, saunas and you can even play a game of Gradius on the big screen! These are all ways of making money to either spend on magic powers, meat, sandals, or an extra life. At this point the game seems mildly amusing.....but you haven't played Mystical Ninja yet. The actual action levels are outside of the towns, and here is where you'll wonder how this game could only be 8 Meg. These action levels feature incredible music, both side-scroll and overhead perspectives, scaling and rotation and huge bosses. This was back when special FX made your mouth drop to the floor, Konami with this game was the first to perfect these features. Alot of you may have passed on this one thinking it would be to cute or Japanese in theme so if that's you, consider yourself lucky. You get to experience Mystical Ninja and all it's surprises for the first time. How does Konami do it? 80+ great music tracks, huge towns, and some of the best 1 or 2 player action around,

If you don't own Mystical Ninja, go out and discover it for the first time.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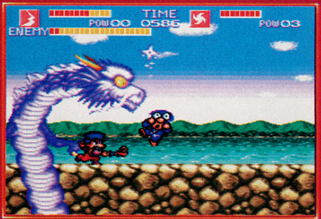
POW02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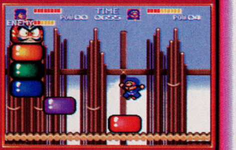
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TIME
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TIME
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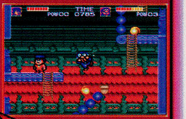
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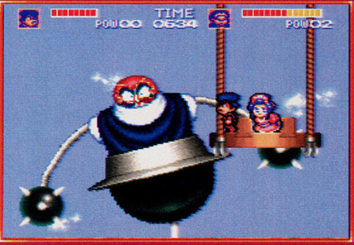
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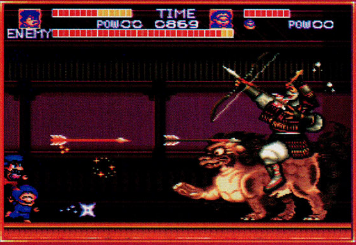
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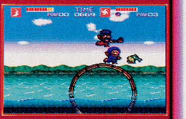
POW00


TIME
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POW03

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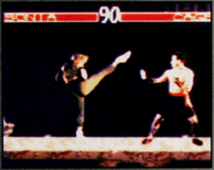
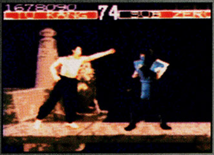
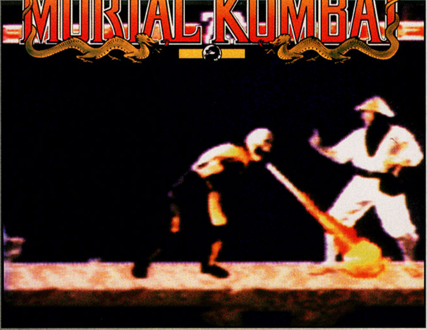
SEGA
GAME GEAR

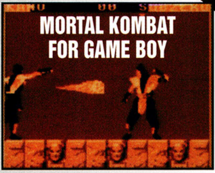
HANDS ON PORTABLES

MORTAL KOMBAT

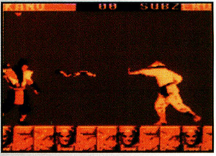


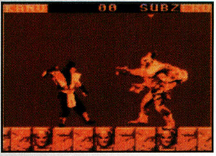




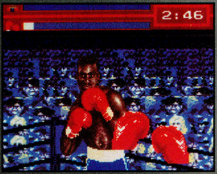


MORTAL KOMBAT FOR GAME BOY





You won't believe how good Mortal Kombat looks on the Game Gear. The character detail and animation is amazing, and the game play is excellent. Of course you give up a little in the background graphics and sound but hey, this is by far the best Game Gear game to date. Infact if I didn't have a Game Gear I would buy one just for this game. Hand held carnage!



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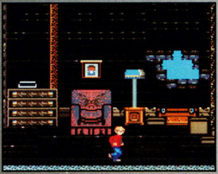
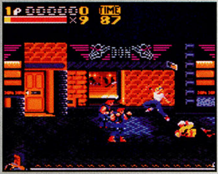
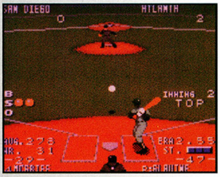


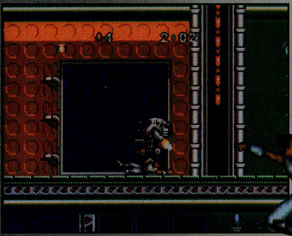
HOME ALONE

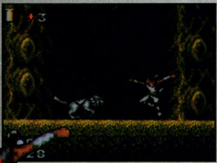


STREETS OF RAGE 2

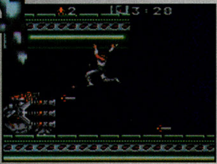


WORLD SERIES BASEBALL



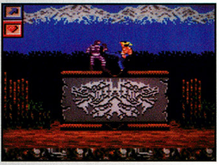


STRIDER 2

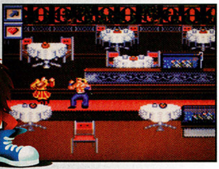


U.S. Gold is ready to go with a simultanious release of Journey From Darkness Strider Returns on both the Game Gear and Genesis. Here's a sneak peek at the Game Gear version. You can check out the Genesis version on page 27.

Sega's got an impressive Game Gear lineup ready for the CES. It's nice to see a company that supports it's hand held system as Sega does. Sega almost instantly converts all their hot titles directly to their hand held offering gamers two ways to play.

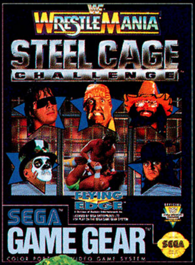


SURF NINJAS



GEAR UP!

THE RAGE IN THE CAGE, THE WAR OF THE WEBS AND THE BATTLE OF THE MACHINES!


WrestleMania
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SPIDER-MAN
RETURN OF THE SINISTER SIX
FLYING EDGE
MARVEL COMICS
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T2
TERMINATOR 2
JUDGMENT DAY
FLYING EDGE
SEGA
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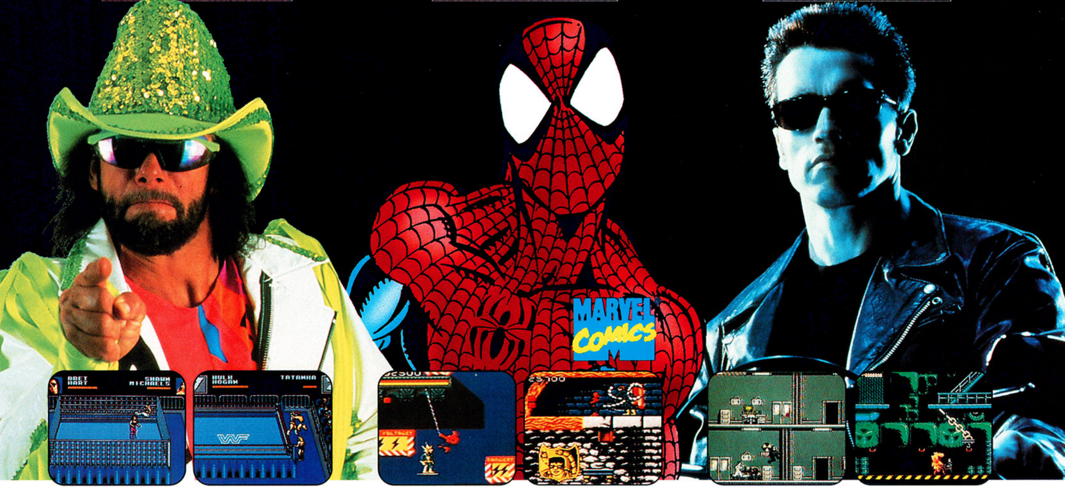
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BRET HART
SHAWN MICHAELS
HULK HOGAN
TATANKA

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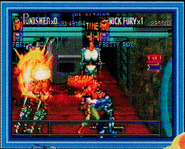
QUARTER CRUNCHERS

LIBERTY
IN GOD WE TRUST
1979

THE PUNISHER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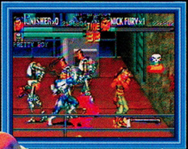
PRETTY BOY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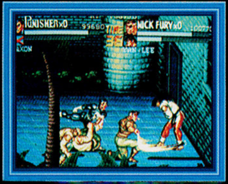
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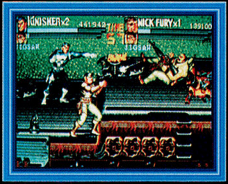
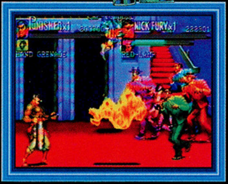
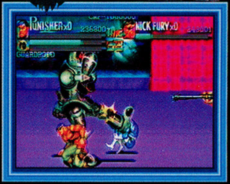
NICK FURY×0


PUNISHER×2
TIME
NICK FURY×1


PUNISHER×1
TIME
NICK FURY×1
HAND GRENADE
RED-LANE


PUNISHER×0
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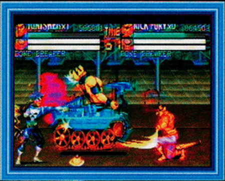
GUARDROID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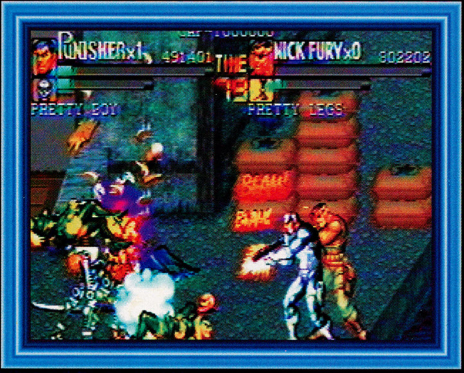
BONE BREAKER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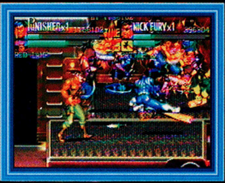
PRETTY LEGS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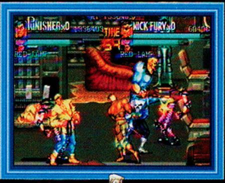
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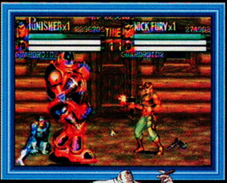
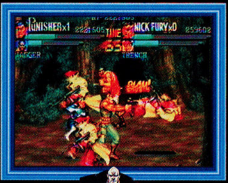

PUNISHER×1
TIME
NICK FURY×1
GUARDROID2


PUNISHER×1
TIME
NICK FURY×0
JAEGER
TRENCH

Punisher, the very popular Marvel character, is on his way to an arcade near you thanks to Capcom, the masters of entertainment! If you thought that there would never be a fighting game better than Final Fight, you're about to change the way you look at fighting games. Punisher is definitely the greatest side scrolling fighting game ever and Yoshi guarantees it! First of all, Punisher employs Capcom's new arcade hardware. This means that you and a friend are going to battle 10 or more characters on screen with no flickering or slow down at any time. A couple of other things that make this coin-op shine are the great playability and non-stop action. In addition, the music is truly amazing, and from what we understand, it incorporates Q Sound...cool bonus! Ultimately, though, the thing I love most about the Punisher is that it is the bloodiest, goriest fighting game since Mortal Kombat. Between you and your partner, you can slash and shoot the enemy or cut them down with your 44 Magnum with unlimited ammo. Capcom has done the impossible and made a fighting game that is better than Final Fight. Yoshi says check it out, this is going to be the #1 coin-op game for a long time to come.

- Yoshi

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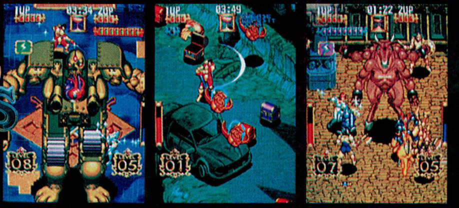
GAIAPOLIS
黄金鷹の剣



Whoa, here's something out of the ordinary, an action/RPG in the arcades! The player in Gaiapolis must journey through 17 different stages in search of three keys traveling through major attractions throughout the world. There are also bonus stages, huge bosses and even a password.

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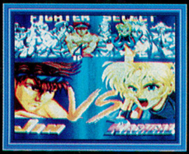
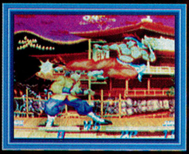
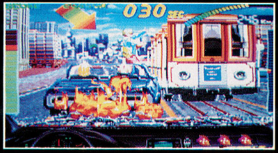
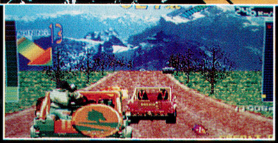


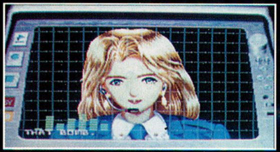


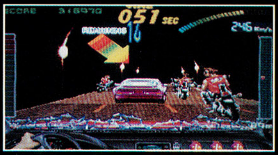
Konami's new one-on-one fighting game, Martial Champions, looks exceptional. Its 3 button config and features 8 characters. The graphics are excellent and the music kicks butt.

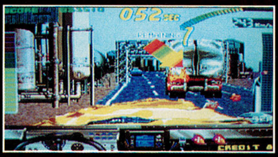
CRIMINAL TERMINATION SUPER CHASE™











Taito's new Super Chase is their first 32 bit driving game and features intense zooming FX.

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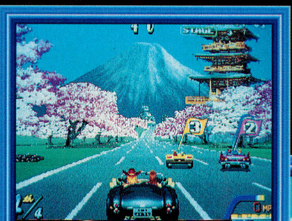
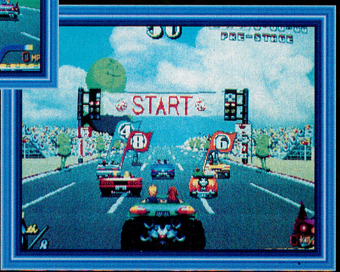
Out Runners



The 3rd sequel to the popular Out Run is about to show up in arcades everywhere. In Out Runners, there are a total of 10 final destinations which means a total of 30 stages. Pick from 8 different cars, each driven by different drivers. The perfect 32 bit game for summer.



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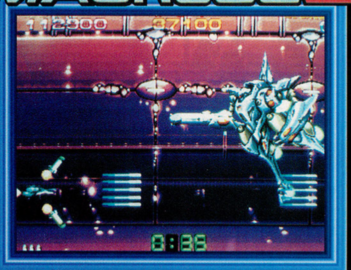
超時空要塞 マクロス MACROSS II



Macross 2 features new ways of clearing stages that you've never seen before. There is no set number of ships in inventory, rather a certain number of points must be reached to progress to later stages.

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OTHER STUFF

Welcome to other stuff. What a month! info, info, info! Let's start off with a little Street Fighter 2. Super SF2 that is, it's official! Super will be available for play in US arcades by year's end and here's what we know so far... there will be a total of 4 new characters, Dee Jay, a combination dancer/kick boxer, Cammy, who wears a french cut body suit and a military hat (and could be Guile's daughter). Her moves include a dragon punch and a helicopter type kick. Fay Ron, is a Bruce Lee type fighter. T. Hawk is an indian the size of Zangief who's moves include the Concord Dive and the Mexican Typhoon. Bison's new move is the Devil Reverse, and Vega can now do the Sky High Crow, off the fence. We'll have lots more on SF2 next month.

here's the latest on the Genesis version of Street Fighter. It is now called Street Fighter 2 Special Championship Edition and is a higher Meg cartridge. Special? ...hmmm. So, have you had enough Street Fighter yet? Well Hollywood Pictures doesn't think so. Get ready for SF2 the movie! This full length theatrical release will be written and directed by action/adventure veteran Steven De Souza of Die Hard, Die Hard 2, Commando and Running Man fame, and brings the twelve fighters of SF2 to a contemporary story of hostage rescue. Amidst a war torn international Hot spot that has drawn not only the U.N. and brave humanitarians, but mercenaries, drug dealers, and evil warlords, the world famous underground street fighting gang is born. I hope they don't make this a kiddie flick with "like hey bro" and "cowabunga's" everywhere. They've got the right director, now let's hope they give him creative freedom.

Now some great news for SNES owners...

Pop the cork, Mega-Man will be at the June CES! Capcom's SNES version is an all new adventure, and features an entirely new cast. The new Mega Man is 12 Meg and will be available 4th qtr. off this year! (the ultimate Christmas present!). Capcom is also hard at work on a 10 Meg version of Disney's Alladin, which we will see for the first time at the up coming CES, so you'll get a look in our next issue. Now we're finally getting our Mega Man all we need now is Metroid... Yep, it's on the way with over 10 planets to explore and an incredible new breakthrough in character animation. Super Metroid is 16 Meg, 80% complete, and will debut at the January CES.

In Sega news...

Sega has announced an all new Streets of Rage 3. This 24 Meg sequel will feature an undercover cop who is a master of disguise. There's also a new 2 player 16 Meg Toe Jam and Earl cart on the way! Check out the photo's in this preview! Good news, Sonic CD is back in action(see Sega Previews). Since Sonic usually shows up simultaneously in both the US and Japan, you can start getting excited about this one. Will Sonic show up at the CES? I think Sega's going to need him to pull people away from Mega Man.

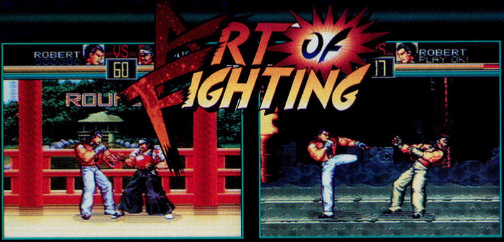
Here's some great news for Neo-Geo owners... First there's Reactor, a sonic style side-scrolling action game being developed exclusively for the home system. There's also, Run Saber(the recent SNES title), Top Hunter(a Bionic Commando/Contra action title), a 160 Meg Driving game and a new fighting game that will incorporate characters from Art of Fighting, Fatal Fury and World Heroes in the works. If this is true I promise buy back my Neo Geo for the 5th time and never sell it again.

Here's the latest on the up coming 3DO. The system will officially hit the stores in October at a price of $699, and is rumored to include a sports title. Look for 10-20 titles ($50-$70) ready to go for the debut of this incredible new hardware. New games just announced include: Demolition Man(from the Stallone/Snipes action flick) and Dino-Blades, Virgins incredible new cartoon game which is also in development for the Sega CD, Genesis and the SNES.

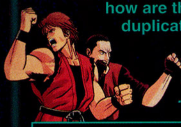
Sources in Japan tell us that there's a new system on the horizon. It's a 32-Bit Commodore game system that will retail at around $300. Commodore? We'll bring you more on this one as soon as possible.

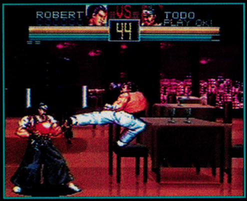
For all you loyal Turbo fans out there, Konami's about to make you very happy with a Super CD Rom version of the original Castlevania. Hopefully we'll get a release date at the up coming Tokyo Toy Show Where Y's IV, Super Darius 2, and hopefully Strider will also be shown for the Super CD(can you believe we're still waiting for Strider?). If it's their Kei will probably faint.

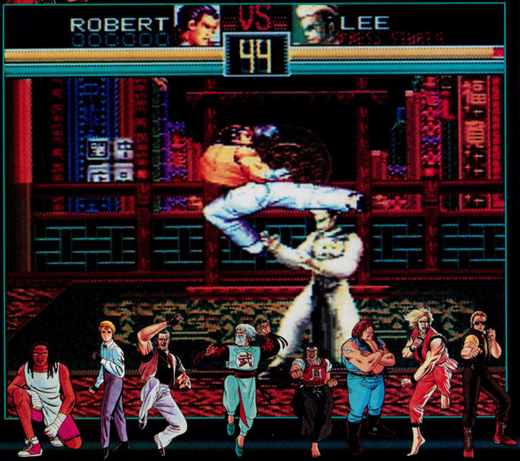
If we seem a little light on information this month, it's because it's plastered all over the next 4 pages(I especially like the Mega Man and Castlvania shots.) The rest of '93 is going to be incredible!! see ya next month.

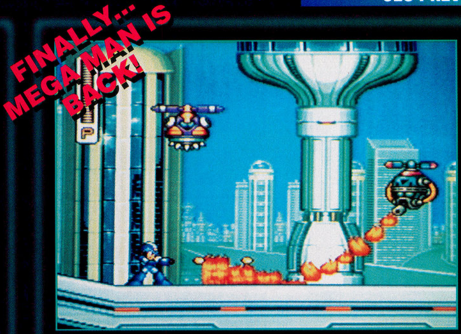

ART OF FIGHTING
ROBERT
VS
60
ROBERT
PLAY OK!
17
ROUND

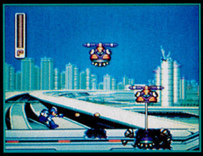
Takara is getting serious about NEO GEO translations. In this 16 Meg SNES version almost nothing is lost, even the zooming feature is intact. But how are they going to duplicate that adrenaline rush of the original? *... we'll see.*



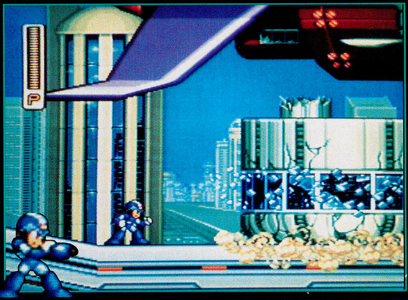

ROBERT
VS
TODO
PLAY OK!
44

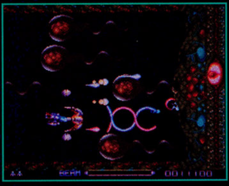

ROBERT
VS
LEE
44

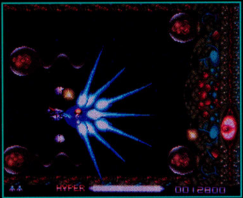

FINALLY... MEGA MAN IS BACK!
P

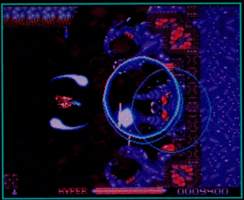


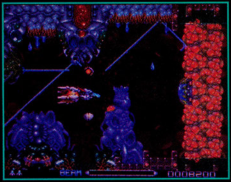
If you asked 10 SNES owners which game they missed the most from the 8 Bit NES, 9 of them would probably say Mega Man, and I would have to agree. In fact, the first words that pop into your head when you think Nintendo (right after Mario) are Mega Man. Now after 2 year's, here it is. Was it worth the wait? Judging by these screen shots, definitely yes! This sequel is an all new adventure and is sure to be one of the games of the year. More next month.

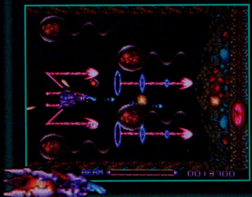




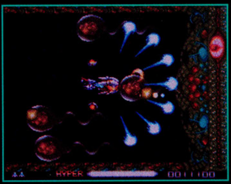


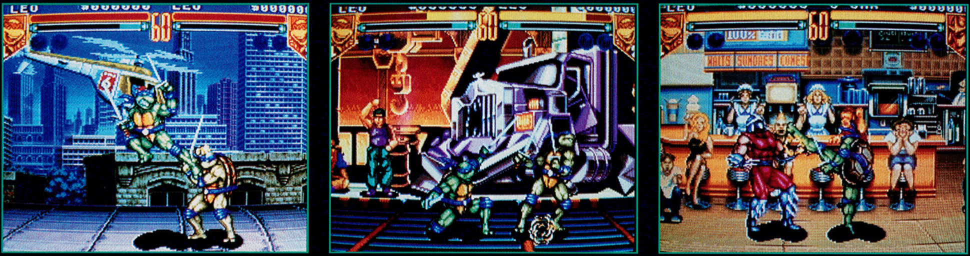


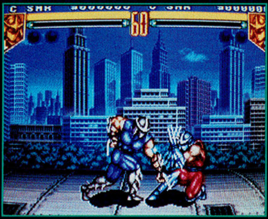




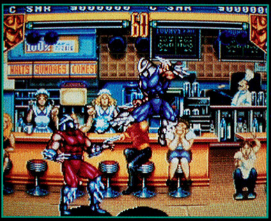
We're looking forward to playing Irem's new 16 Meg Sequel, R-Type 3. This new version features vertical and horizontal elements, is 2 player, and looks absolutely phenominal. With this and Rocky Rodent, Irem will have a strong showing at the CES.

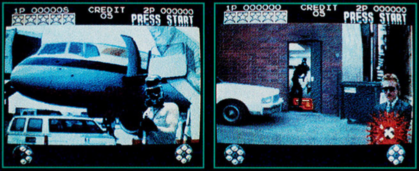


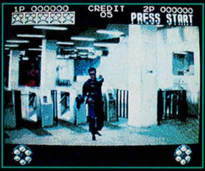

LEO
60
WALTS SUNDAES CONES



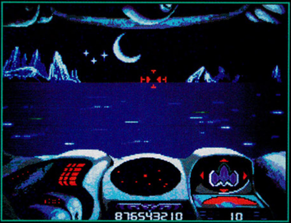
If you're not a fan of the fighting game Genre I have a feeling you're about to become one. Due out for both the SNES and the Genesis(although different versions) Konami's T.M.N.T. Tournament Fighters looks amazing, and you don't have to fight through the crowds at the arcade to master it. Watch out Enquirer...


C SHR
60
WALTS SUNDAES CONES

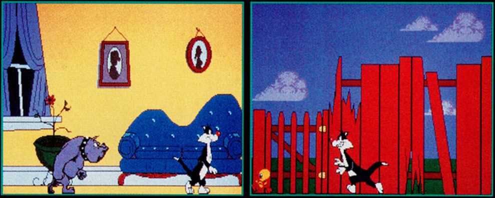

1P 000005
CREDIT 05
2P 000000
PRESS START
1P 000000
CREDIT 05
2P 000000
PRESS START


1P 000000
CREDIT 05
2P 000000
PRESS START

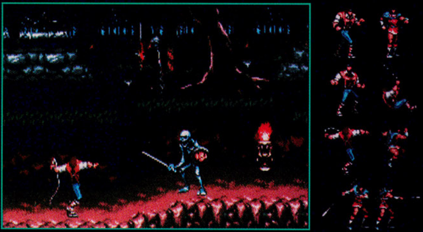
Why would anybody want to shoot at Konami programmers? They should stay inside where it 's safe. Lethal Enforcers will be one of the big Sega CD titles at the up-coming show.


87654321O
10

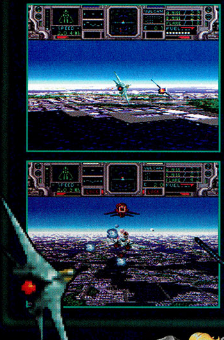
Originally announced as Stellar 7, Sierra on Line has now up graded this ainxiously awaited Sega CD titl,e and it is now known as Stellar Fire, which features Hardware scaling and an intricate storyline that will keep you up for hours.

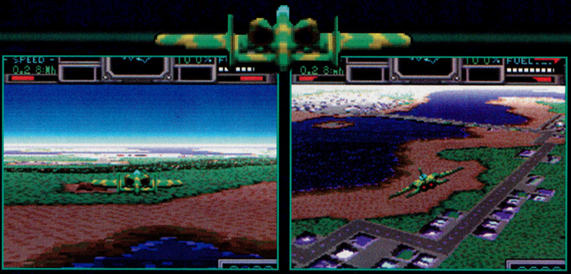


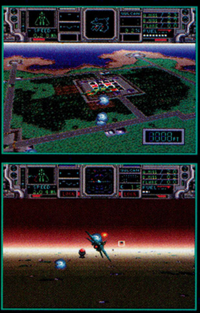
Absolute's 16 Meg Sylvester & Tweety is looking awesome! This game looks as good as a cartoon so If the animation is there this could be a big hit. Look for morre Sylvester & Tweety in next month's CES special.



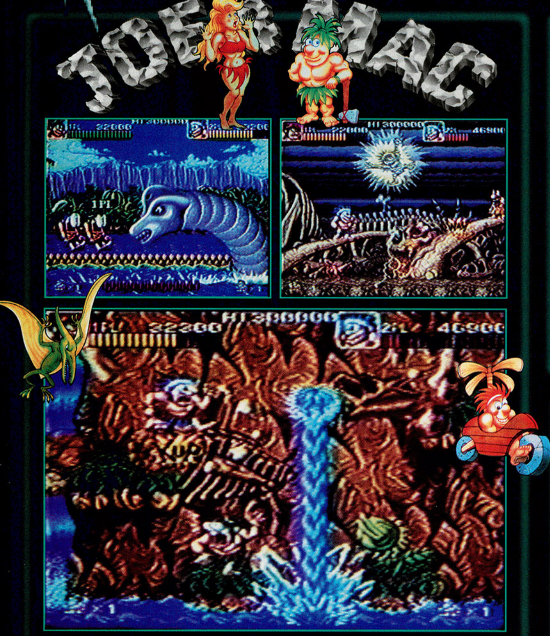
As we reported in last month's Other Stuff, here is a Genesis owners reason for living, an all new version of Castlevania. This all new adventure takes you through time! Get ready to fight some of the most creative bosses ever seen. I know where I'll be standing on June 3rd!



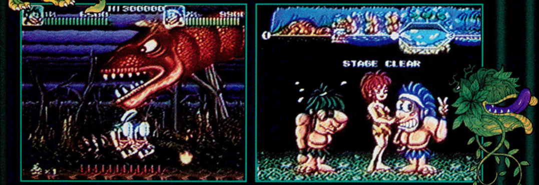


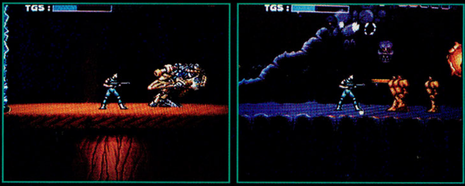


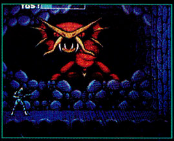
Vic Tokai's first game that uses Nintendo's DSP is Lock On, an aerial combat simulation/shooter. Two of the unique feature in this game are the incredible 360 degree loops and amazingly fast mode 7. Locl On is Just one of Vic Tokai's strong '93 line-up.



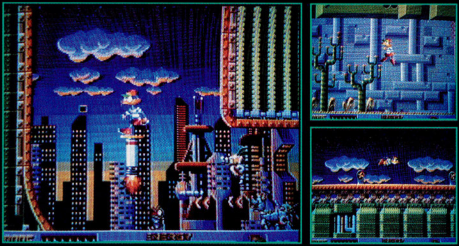
Here's one for all you Genesis owners that were upset you never got a shot at Joe & Mac. This 8 Meg 2 player version is of course brought to you by Data East and so far is looking every bit as good as the SNES version. Another great game to look foreward to.

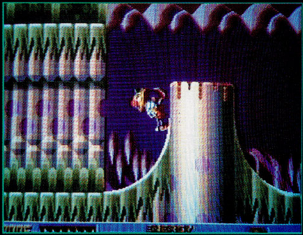




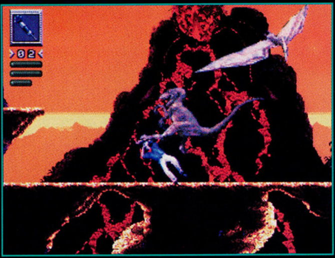


Here's another great looking action game from Vic Tokai, Time Slip. At this time we don't know much about this game, but we're sure to find out at the CES. Looks good from where I'm sitting.

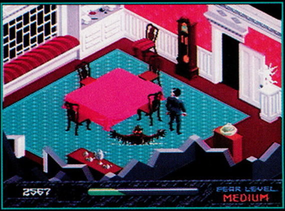




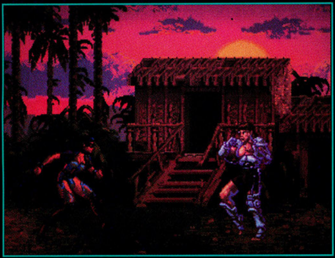
Good news! Vic Tokai has decided to bring out their new Sonic style action game under the name Socket (AKA Time Dominator) here in the U.S. this Fall. We've already told Vic Tokai how excited we are about this title. So look for major coverage in up coming issues. I can't wait to play it at the show!



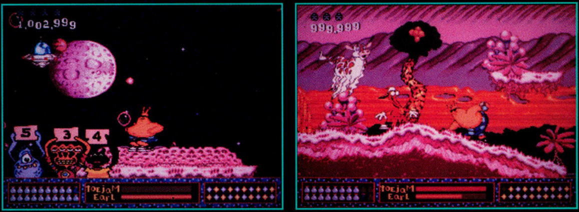
Jurassic Park could be one of the biggest movies of summer, if the game is any where close to as good as the movie, Sega may have another hit on their hands. We'll see at the CES.


2567
FEAR LEVEL
MEDIUM

EA's new Haunting starring "Polterguy" looks reminiscent of Zombies. If that is so, get ready for a great game! Welcome to the "Dining room" where anything can and will happen.

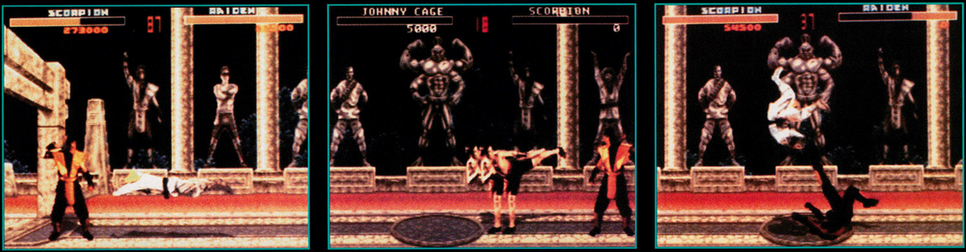


Our sources inside Sega tell us that if any game can give SF2 a run for it's money, it's Sega's 16 Meg Eternal Champions(AKA Real Fighters). It looks incredible!

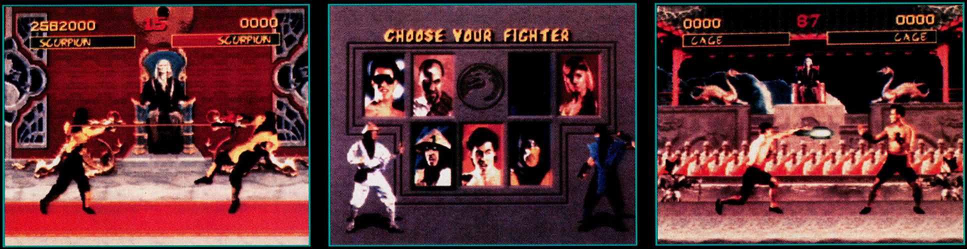

1,002,999
5
3
4
ToejaM
Earl
999,999
ToejaM
Earl

I'll admit that graphically Toejam & Earl wasn't spectacular, but man was it fun. In this new 16 Meg sequel however, you get it all. The same Whacked out characters, enemies, and bosses, along with excellent graphics and side scroll action game play. We'll bring you an update after the show.

GENESIS


SCORPION
RAIDEN
273000
87
JOHNNY CAGE
SCORPION
5000
0
SCORPION
RAIDEN
54500
87

The eternal question will finally be answered at the up coming CES as both the SNES and Sega versions of Mortal Kombat are now completed. This is possibly the most anxiously awaited title this year and everyone at Game Fan has high hopes that the awesome death moves, haunting voice, and general carnage are all intact on at least one of the three 16 Bit formats. *Stay tuned. . .*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15
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SCORPION
SCORPION
CHOOSE YOUR FIGHTER
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CAGE
CAGE

SNES

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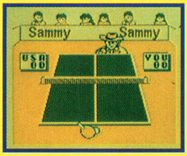
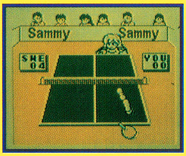

Sammy
Sammy
USA 00
YOU 00


Sammy
Sammy
SHE 04
YOU 00

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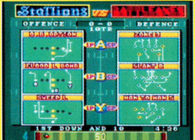
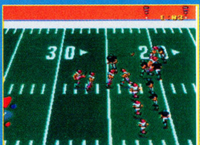

Stallions vs
OFFENCE
DEFENCE
1ST DOWN AND 10
3:26



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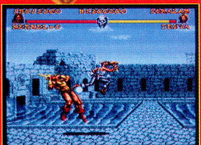

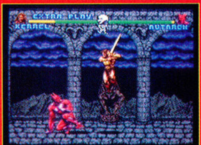

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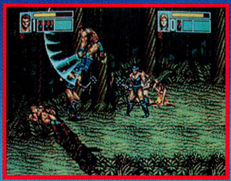
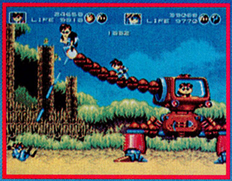
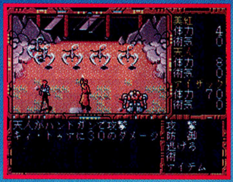


GOLDEN AXE 3



GUNSTAR HEROES



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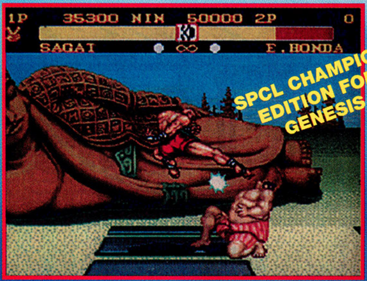

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THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or i'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Postmeister,

Thank you, thank you for being a true Game Fan Magazine. I just love your comic issue of the adventures of Monitaur. I felt like one of the characters, please let me explain...

I own SNES and Genesis. About two months ago I purchased EA's Bulls vs. Blazers for SNES. I was very disappointed and I wasted $65.00. Then I purchased Tecmo's Super NBA for the SNES and haven't put it down since. Then I purchased Bulls vs. Blazers for the Genesis because another game magazine rated Bulls vs. Blazers higher than Tecmo NBA. So, I wasted another $65.00. Then I discovered Game Fan and saw the light. You guys had called it right on every one of those titles and I would have saved $130.00 if I had read you first! Boy, am I frustrated! Thank you and please help me from making the same mistake again.

Really Teed Off Ken

Dear Ken and other sports gamers,

Keep those other mags in the bathroom...just in case you run out of you-know-what! Talko lives to review sports games. The guy makes Fred Roggin look bad. He is a sports machine. So, hold onto your dough until you read his reviews. PS. Could he be designing a sports title? Hmmm...

Dear Postmeister,

When my issue of Die Hard Game Fan arrived in the mail the other day, I was excited. Anxiously flipping through the pages, I saw my dreams come true. Y'all finally depicted all of the fighting moves for all of the characters for Fatal Fury 2. The games for the Neo-Geo are great! I owe a great deal of my success with games like World Heroes, The Art of Fighting and even Mortal Kombat to your very magazine. So, as you can imagine, I couldn't wait to read the latest issue. It was great! I put the magazine on the front seat of my car and went into the post office to mail some letters, when I returned o my car, it was gone...STOLEN! My dream issue! Worse things could have happened and, eventually, the car can be replaced. But, I couldn't find another copy of the magazine. All of the places that I normally find your magazine were sold out. So, could you please send me another copy? I would be eternally grateful.

Terrence Watson

Dear Terrence,

If I ever catch the swine, I'll tear 'em limb from limb! Your new issue is on the way. As for finding Game Fan, you can find us at Software etc., B. Dalton, Walden Books and just about every mainstream newsstand and soon we will be in Toys 'R Us, Crown and Electronics Boutique. There's also a plane load on its way to Europe where GF is growing like a weed. Beauty, mate!

PS. How about that car alarm in Robocop 2?

Dear Postmeister,

Die Hard Game Fan is the ultimate video game magazine. I have some questions that only you can answer. I went out and hunted in game stores for a Sega CD. After getting one, I was amazed at the games. My questions concern none other than the awesome Final Fight CD. My first question is who is making the game? I have seen pictures in all the gaming mags, but you guys had the first pictures of the new levels. Capcom signed up as a Sega licensee on March 10, but I saw pictures of FF. before that. My second question is why is it taking so long for it to make it overseas. I went to a game store on May 1 and Final Fight was not in yet. The store had the Japanese version, but not the American. One of the store workers also told me that a Sega CD converter allows the Sega CD to play Mega CD's from Japan. Is this true?

PS. I love the Adventures of Monitaur. I hope you(Postmeister) keep appearing in The Adventures of Monitaur. Postmeister what powers the mail truck(HEMI, Cobra, Jet, or Rat)? I know it must be a big block.

Ken Carvalho
Honolulu, Hawaii

Dear Ken,

Final Fight CD is reprogrammed by Sega of Japan and they've done a fantastic job! By the time you read this, a U.S. version should be out. The only thing that may hold it up is if they decide to take out the girl's shirt that flies up when you punch 'em (remember everyone, this is only a game...do not go outside and start doing combos on women).

As for a converter, Datel, the makers of the Action Replay, have created one. It allows Sega CD's to play import CD games! However, we have found that it will not work with some Japanese titles, so check with your dealer before you purchase an import.

PS. Did you check me out in Fatal Blurry 2, how about that spinning postal kick...crazy, huh? Oh, ya my *postal truck is powered by bad game programmers on a hamster wheel...run you swine!!*

Dear Postmeister,

Congratulations! A bigger mag, a better mag and a new gloss cover! Well done. Anyway, I was writing in response to a letter that appeared in your May issue.

To Pseudo-X (Sushi-X would never be so ignorant) and anybody else that likes to boast about one system's power over another, get a clue. I own both the SNES and Genesis/Sega CD. Both of these systems have a quality library of games capable of providing hours of fun. Each system has its own peaks and valleys. The SNES has an incredible sound processor and color palette. It also runs way too slow. Even though slow down on current carts is few and far between, speed is speed folks. The Genesis offers a great CPU with lots of speed, but suffers a bit in the sound department when compared to the SNES. Sound like apples and oranges? It is.

Let's face it, there is no "better" system. Both systems are high quality and to favor one means you only own one. By the way, I see no favoritism in your mag, just people excited about new stuff. Thanks for letting me vent.

PS. On all those survey cards that come with new games, I always pencil in your mag's name as the one that I read regularly. Maybe soon you'll have your own box on the cards!

A Proud Subscriber
Tony Leonetti
Gladstone, OR

Dear Tony,

That's a good, healthy outlook. However, many gamers are crazy like me and must have something to fight about. But, you're right. It all comes down to this. There are great games, good games and bad games. A few readers have accused our reviewers of rating games too high but you must realize, we go into each review optimistically, looking for good points, not pessimistically, looking to pick it apart, like anal jerks. These guys love games and believe me, they would never sell-out or steer you wrong. They're just extremely happy guys (wouldn't you be if you got paid for playing games all day?) and thank you for writing in our name! Hey everybody, good idea here! Take those warranty cards and black markers and print a big Game Fan, then send it in. Maybe some of the companies will throw us a bone.

Dear Postmeister,

What's up? Good reviews you did on talking about the RPG's that are available now in Japan. What I(and probably many other RPG players) want to know is, why haven't they been released all this time they were in Japan. I know translation takes time, but if it was translated after it was done in Japan, it would've been out by now. Is that the reason, or is it because they think that the U.S. market doesn't want RPGs? Don't they get the message by now? Isn't that why I bought my Sega CD and other players as well. We don't want those quickie, beat in two days, games. We want long, challenging, fun, fully animated sequences, phenomenal soundtracks and voice. You name it, RPG's have got it.

I want any information you have on Fhey Area, Aisle Lord or any other RPG that will come out like Arcus 1,2,3, etc. I don't know if you will print this letter in Game Fan, as right before this letter, I wrote one to the Postmeister. I hope that all of these letters and constant requests for RPGs come through. These games are made by Wolfteam, what can go wrong? It's a superb company! That's all for now Storm, please answer back quickly.

Kazan, The Adventurer
Brooklyn, NY

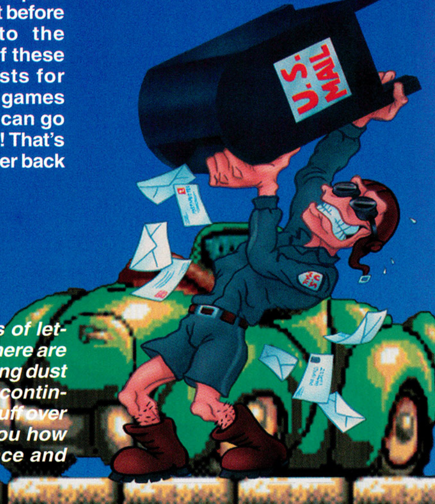
Dear Kazan,

We get, literally, hundreds of letters asking the same thing. There are at least 10 great RPGs collecting dust while many U.S. companies continue to bring out the same old stuff over and over. That just shows you how well they know their audience and how out of touch they really are.

These games don't even need to be programmed, just translated! My guess is that Storm and Kei could translate a game like Aisle Lord in under a month. So, exactly what is the problem? We have gone as far as to ask U.S. companies to look into this and Kei has actually introduced them to the right people in Japan. So, I guess all we can do now is continue writing letters like yours and hope they wake up. One company you might want to write to is Tengen, they seem very willing to listen. their address is 675 Sycamore Drive Milpitas, CA 95035.

Storm says ask for Aisle Lord, Fhey Area, 3 x 3 Eyes, Illusion City (needs a little work, but has potential), Knight Gundam Story, Madara and, most of all, Lunar. Also, if you're waiting for info on Wolfteam RPGs, continue to be patient. We are still working on getting you some good info...maybe in next month's RPG special...

The Postmeister



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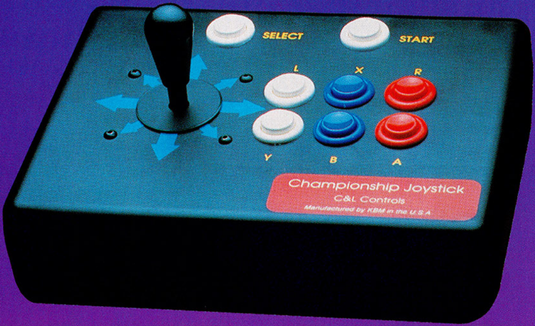

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Bubsy	Act.	Accolade
Wrath of the Gods	Act.	Virgin
Indiana Jones	Adv.	Sega
Mutant League FB	Spt.	EA

SEGA CD

Cool Spot	Act.	Virgin
Joe Montana	Spt.	Sega

SUPER NES

Run Saber	Act.	Atlus
Cool Spot	Act.	Virgin
NFL Football	Spt.	Konami
Top Gear 2	Drv.	Kemco
Pocky-n-Rocky	Act..	Natsume
Goof Troop	Pzl.	Capcom
Rocky Rodent	Act.	Irem
Final Fight 2	Act.	Capcom
Super Baseball 2020	Spt.	Tradewest
G2	Act.	Kemco
Humans	Pzl.	Gametek
Football Fury	Spt.	American Sammy
MVP Football	Spt.	Capcom
Rock & Roll Racing	Drv.	Interplay
Crash Dummies	Act.	LJN
Equinox	Act.	Sony
T2 Arcade	Act./Str.	LJN
Dracula	Act.	Sony

TURBO GRAFX

Dungeon Master	Rpg.	TTI
Terra Forming	Str.	TTI
Cotton	Str.	TTI
Exile 2	Act./Rpg.	TTI

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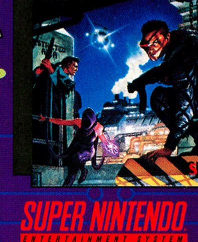

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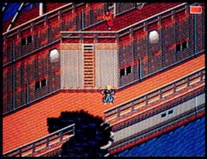

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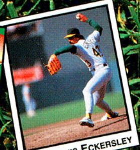
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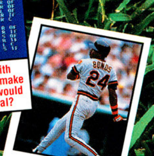
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